

ORIGAMI

gli insetti

di Alberto Ghetti



di Carole

ORIGAMI

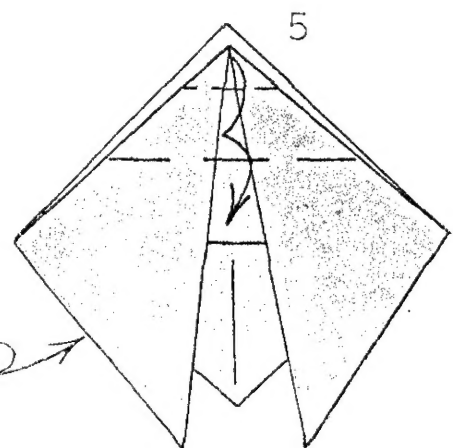
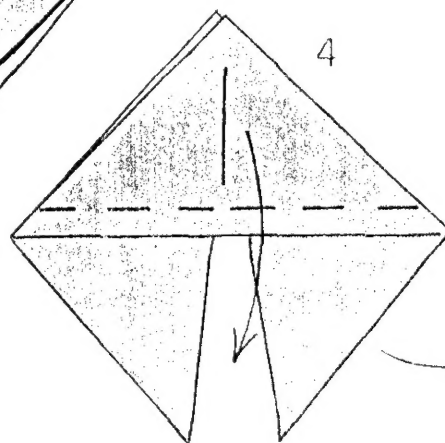
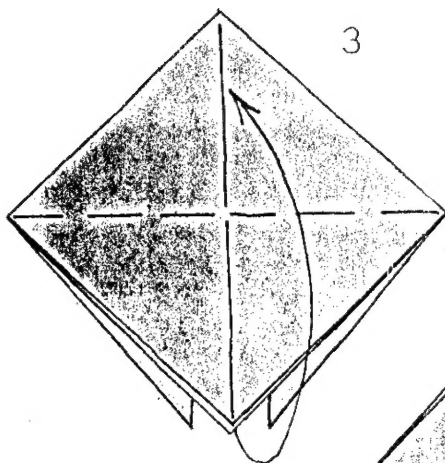
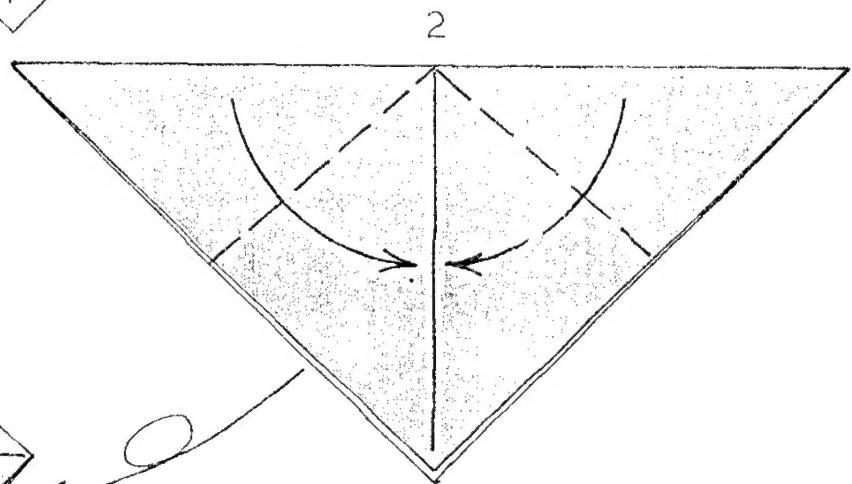
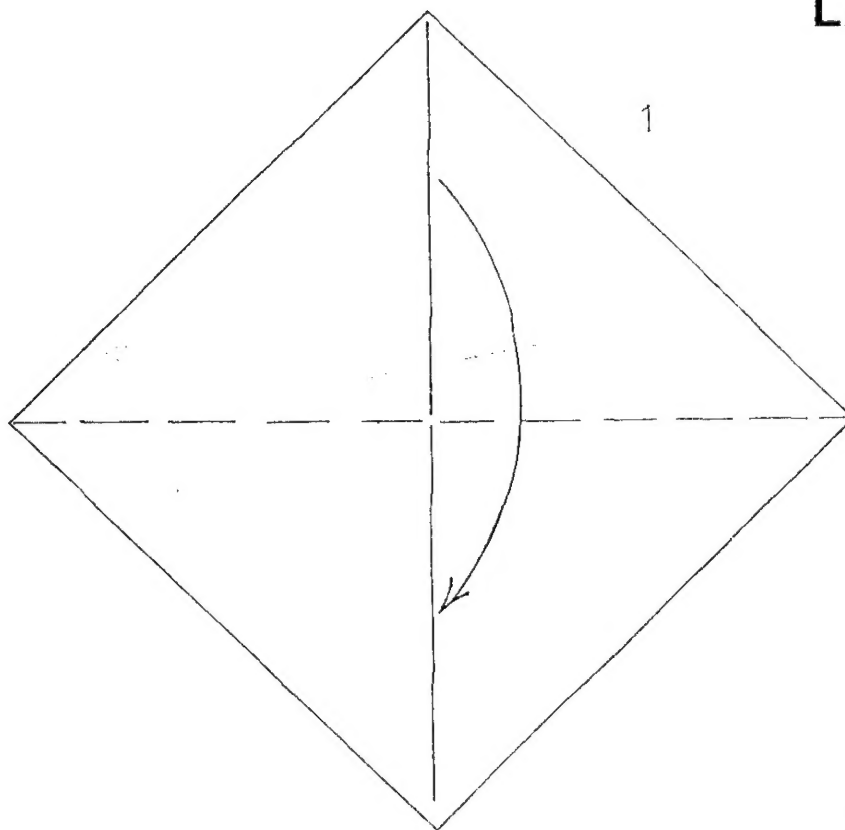
gli insetti

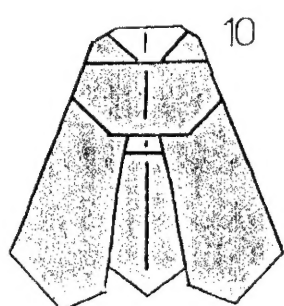
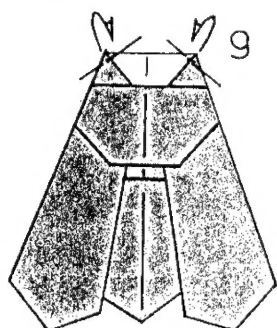
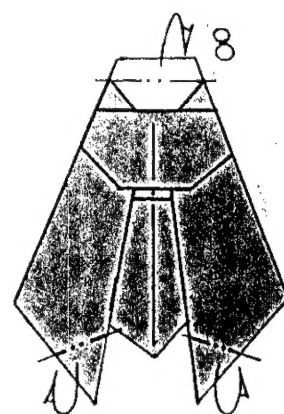
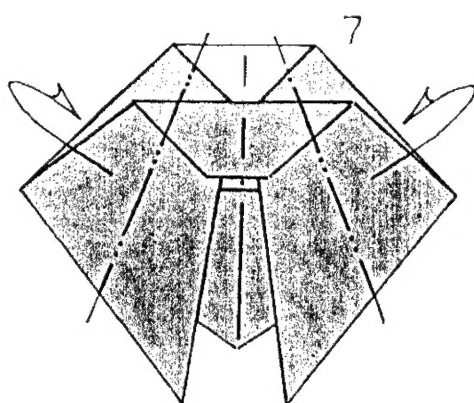
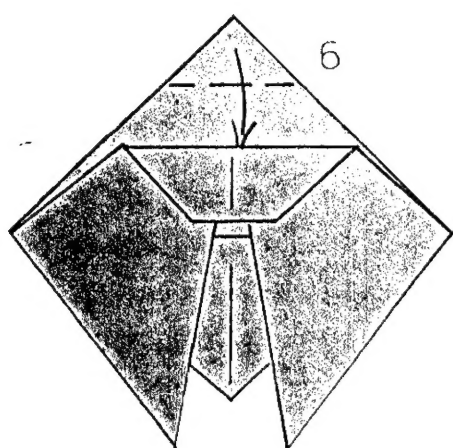
di Alfredo Giunta



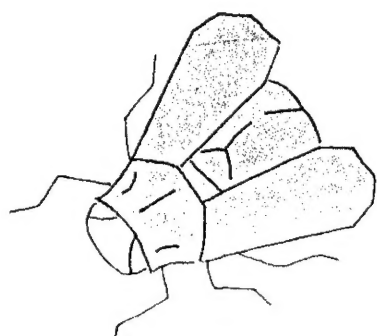
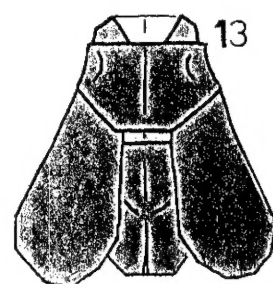
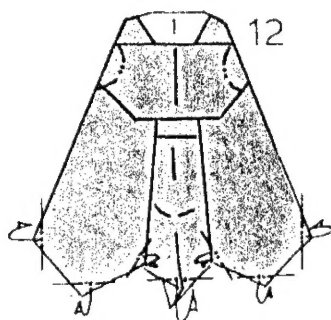
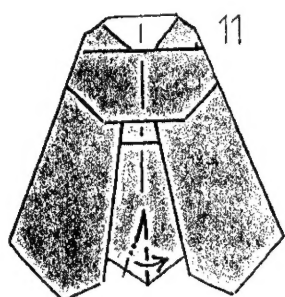
il Castello

LA MOSCA n.1



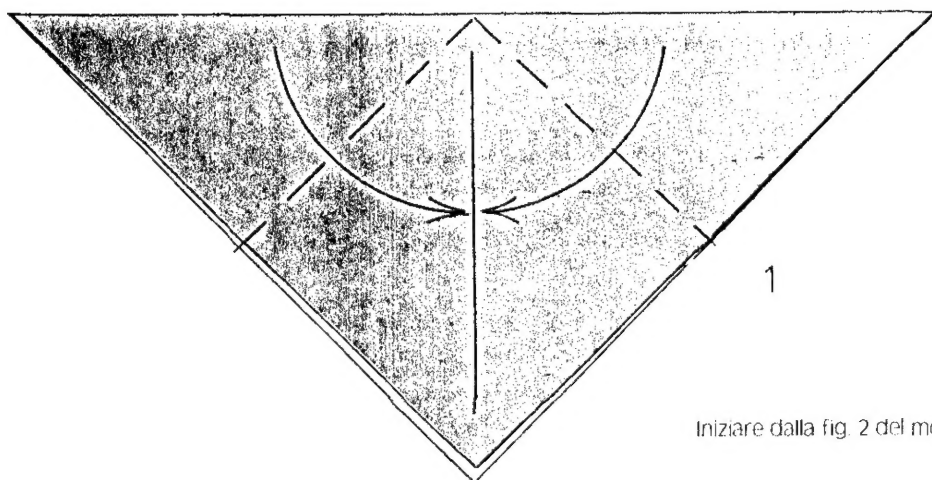


A questo punto la mosca è finita ma volendo si può continuare, per dare tridimensionalità

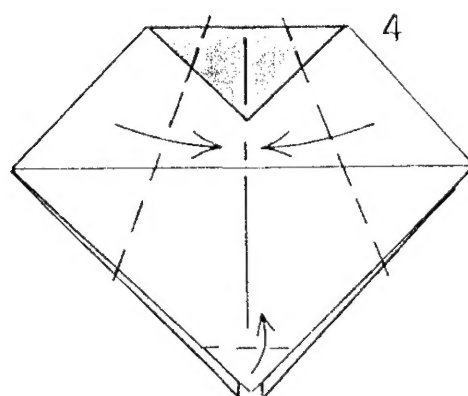
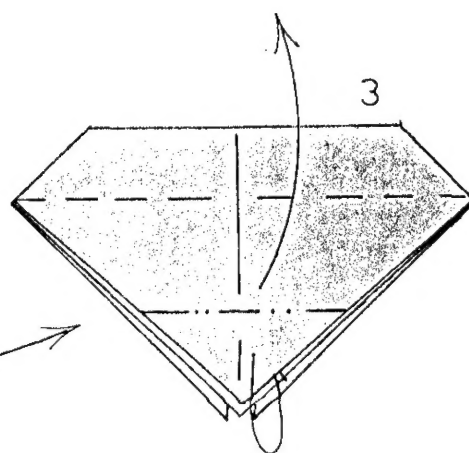
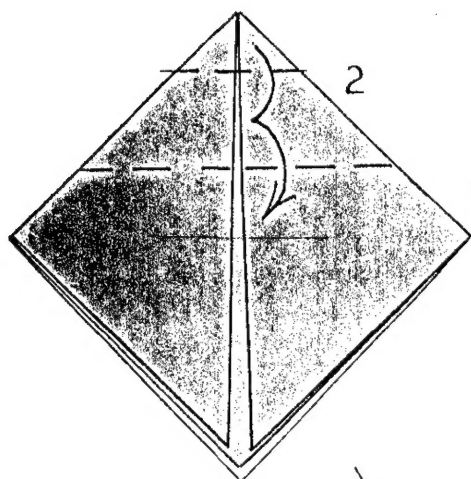


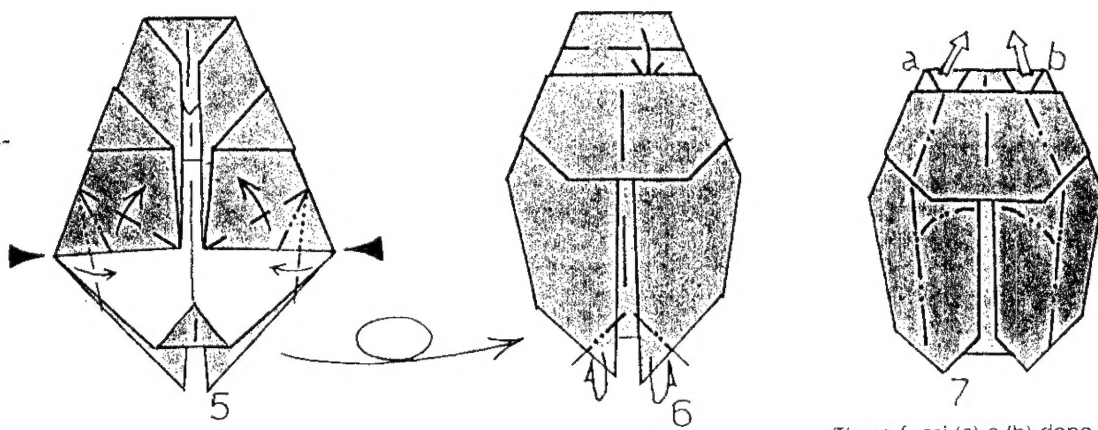
Se avesse le zampe, la mosca apparirebbe così.

IL COLEOTTERO



Iniziare dalla fig. 2 del modello precedente





Tirare fuori (a) e (b) dopo piegare a monte lungo le pieghe segnate per dare tridimensionalità.

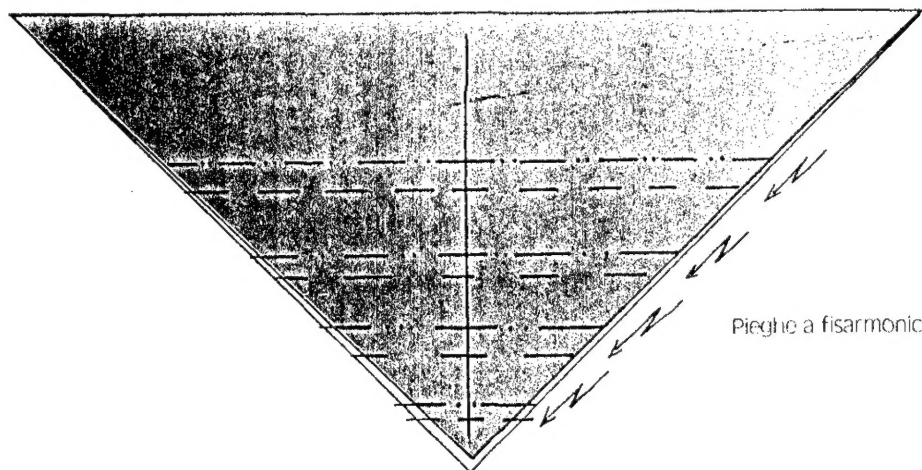


Ecco come apparirebbe se avesse le zampe

LA CICALA

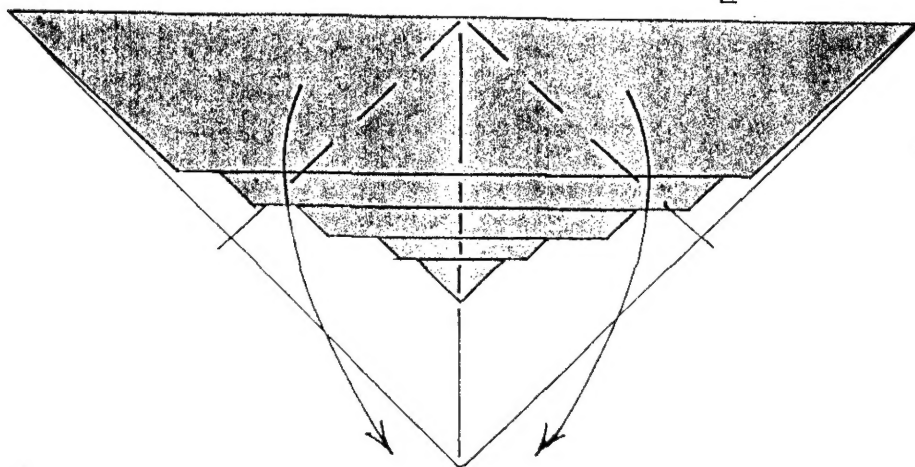
1

Iniziare dalla fig. 1 del modello precedente.

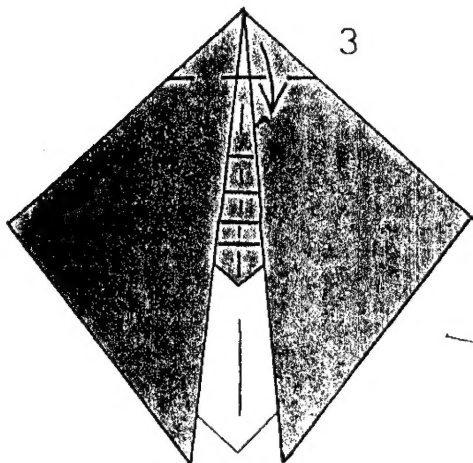


Pieghe a fisarmonica solo sul primo lembo.

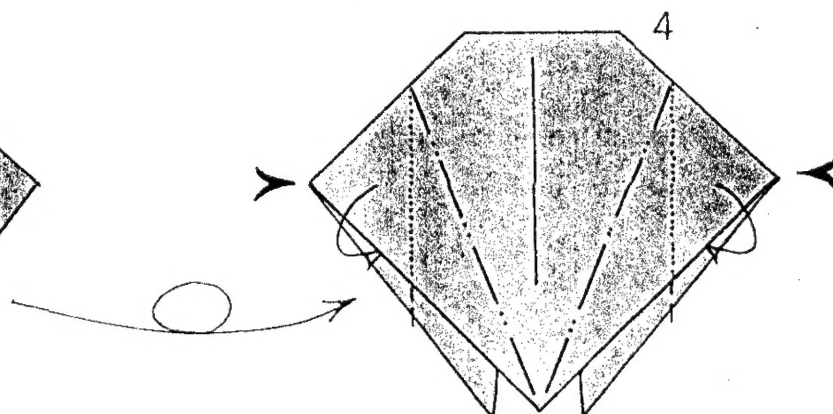
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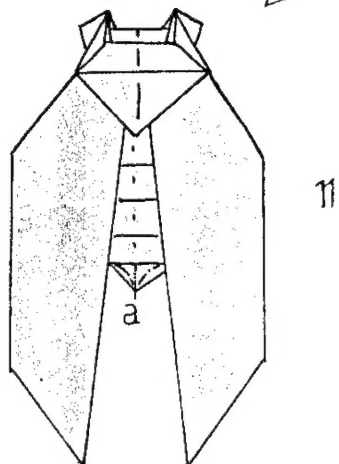
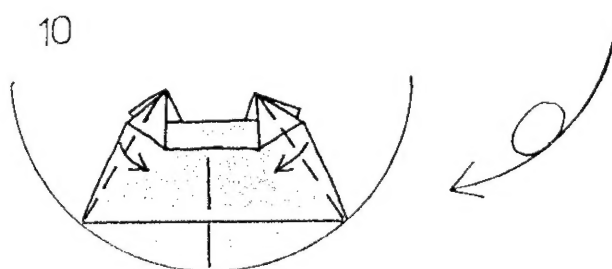
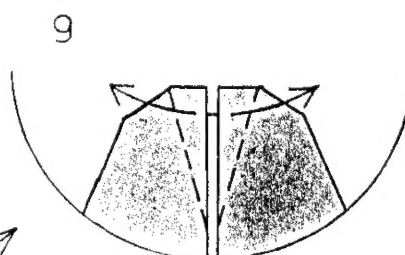
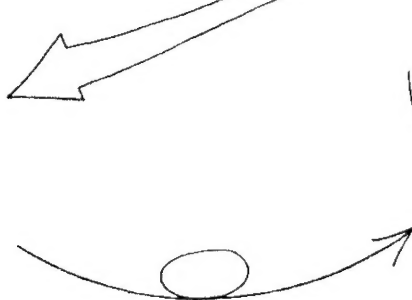
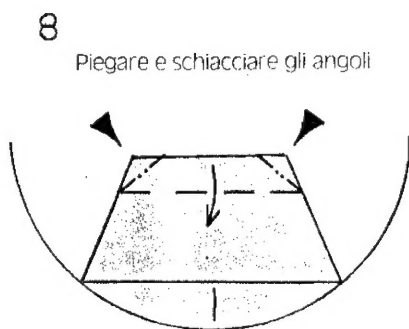
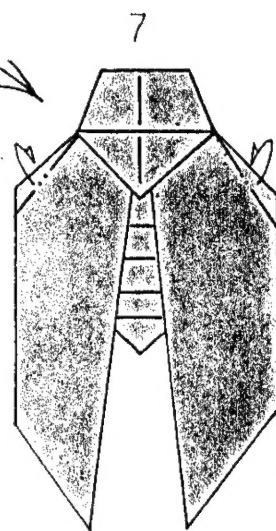
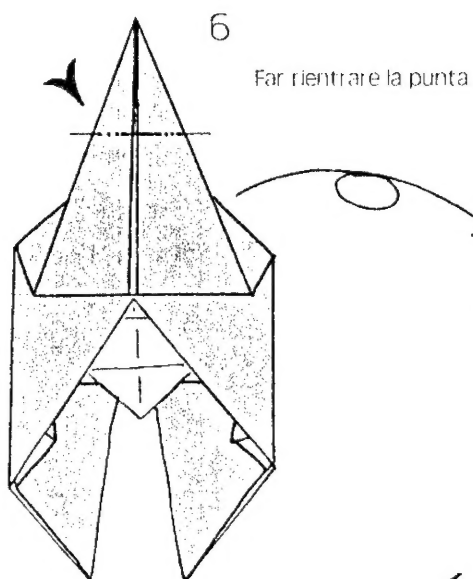
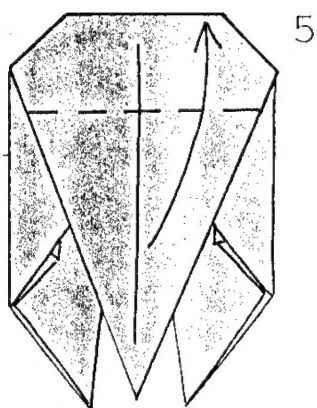


3

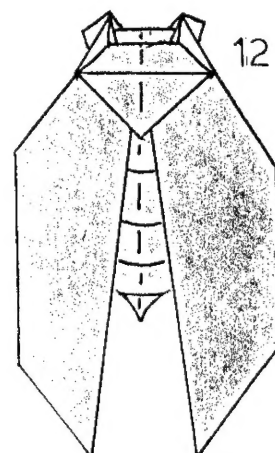


4

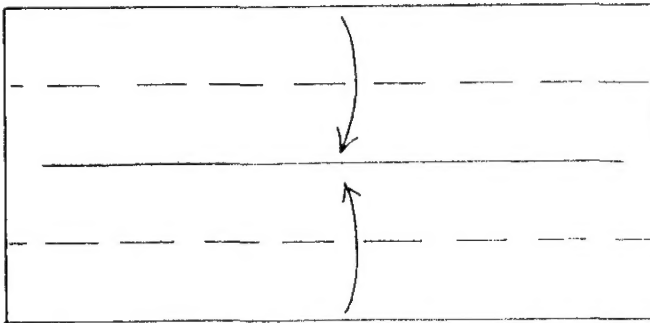




Per dare tridimensionalità a questa figura, basta tirare leggermente ogni segmento dell'addome e schiacciarlo al centro. Infine pizzicare la punta (a).

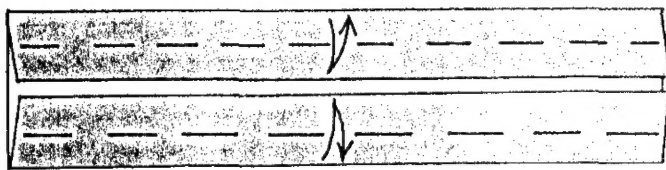


IL BRUCO

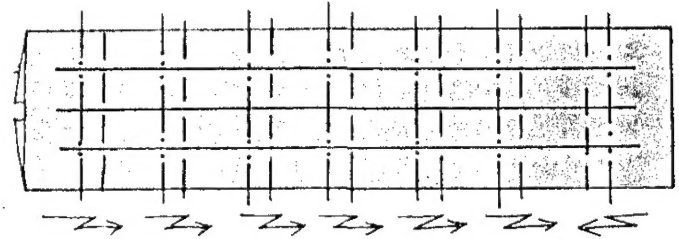


1

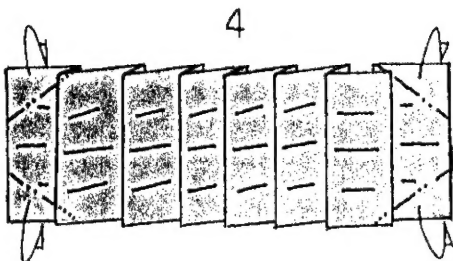
Iniziare con un rettangolo 2 x 1



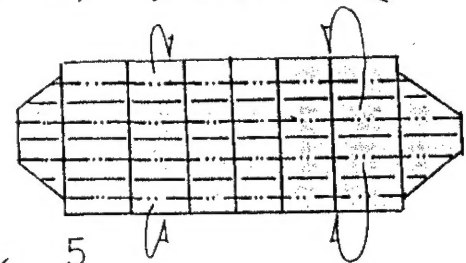
2



3



4

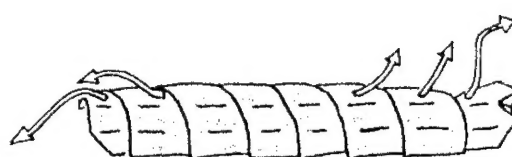


5

Arrotondare il corpo seguendo le pieghe

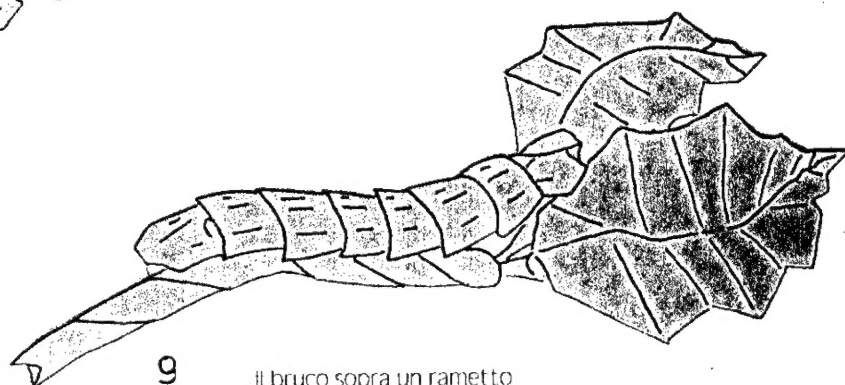
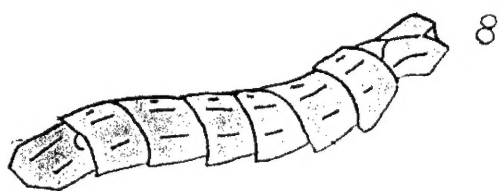


6



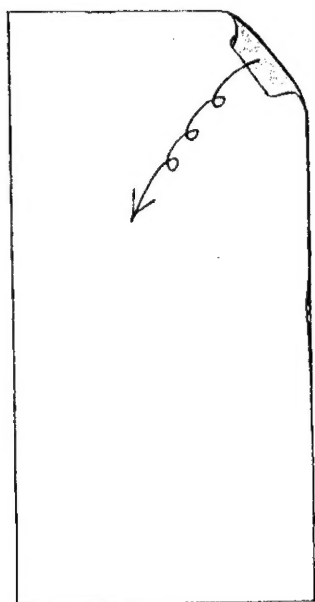
7

Modellare ogni segmento del corpo, seguendo le curve delle frecce

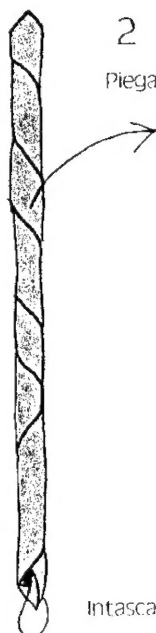


Il bruco sopra un rametto

IL RAMETTO



1 Arrotolare

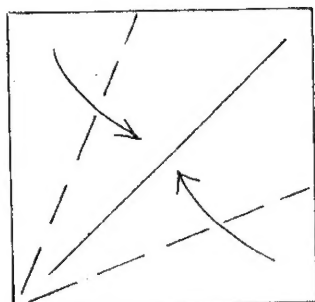


2 Piegare leggermente verso destra

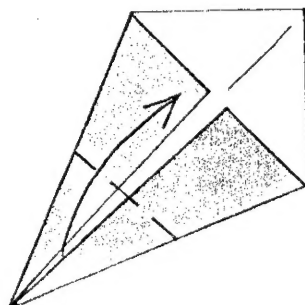


Intascare la punta

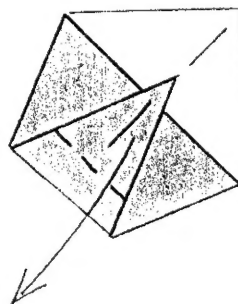
LA FOGLIA



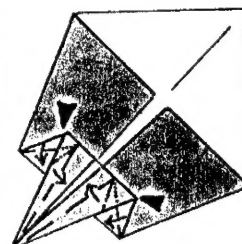
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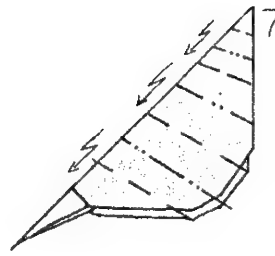
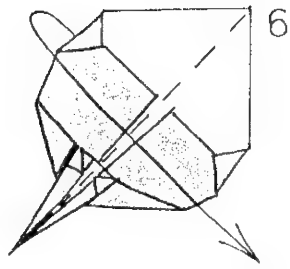
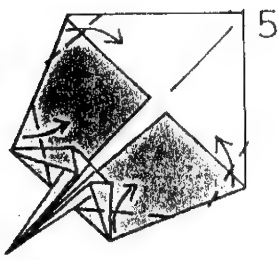
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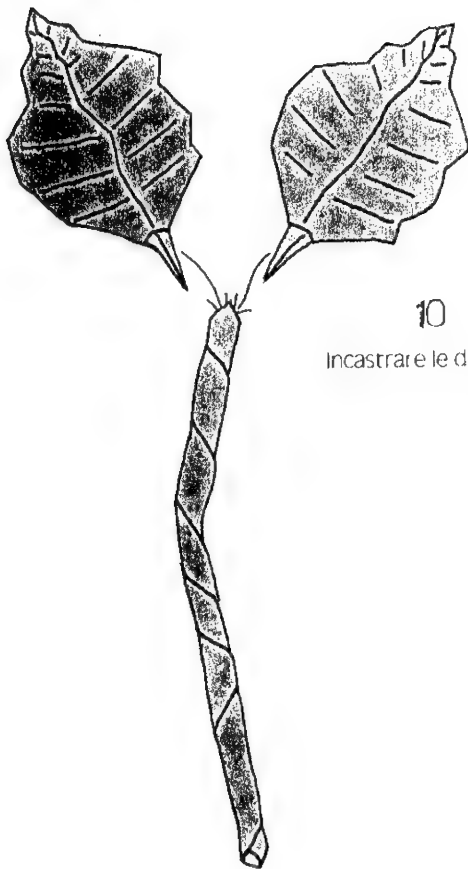
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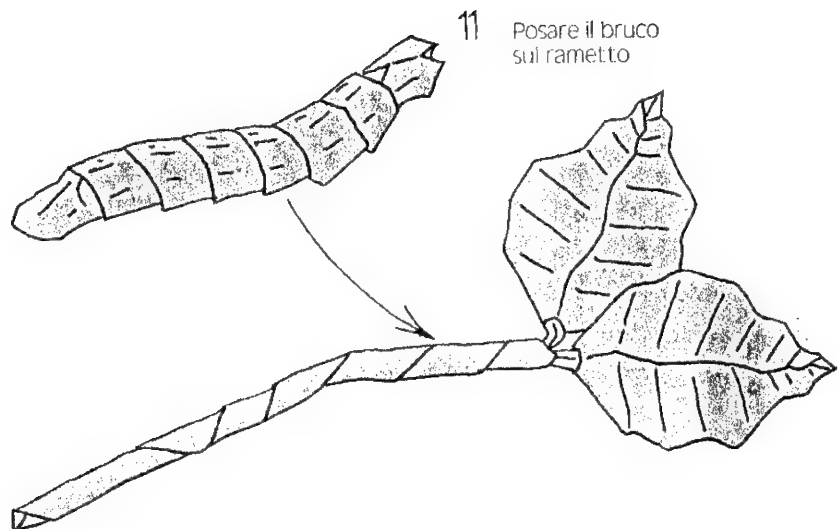
4



8
Tirare su
e allargare la foglia

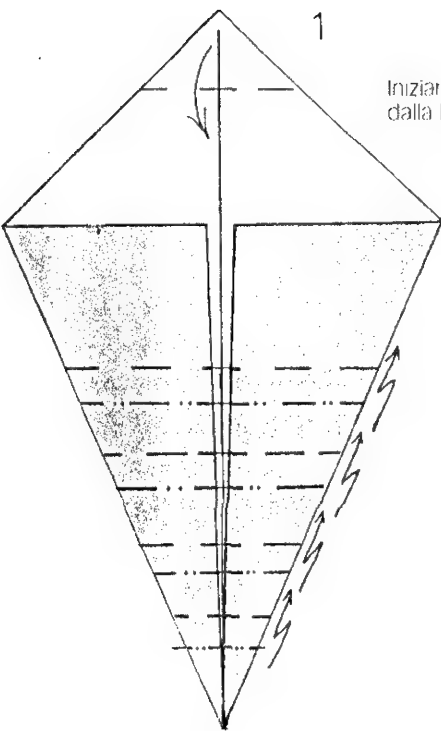


10
Incastrare le due foglie

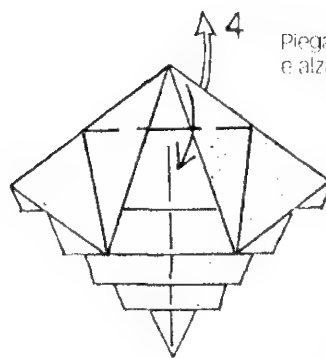
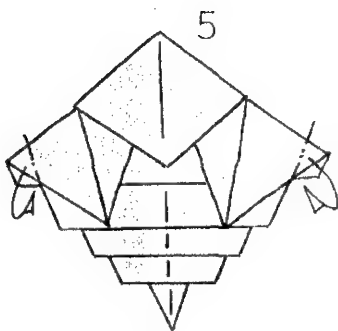
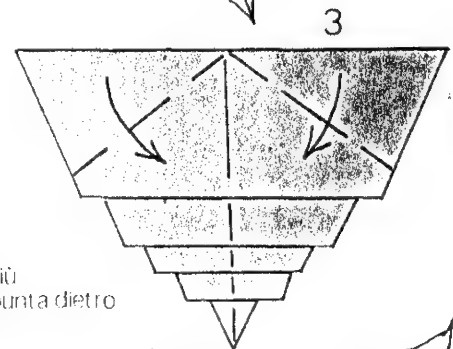
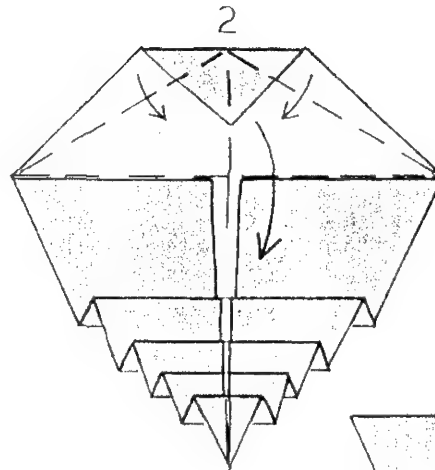


11
Posare il bruco
sul rametto

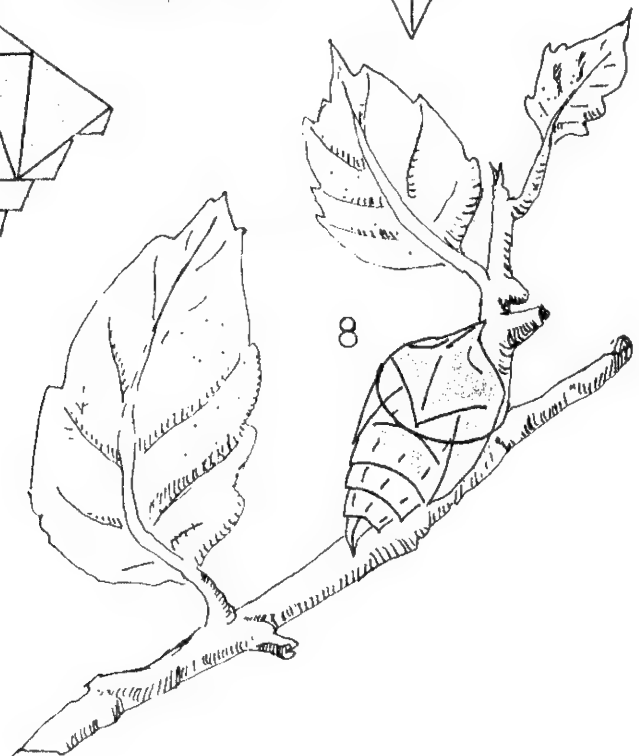
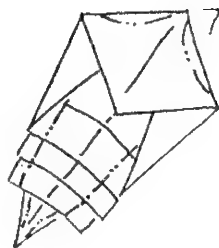
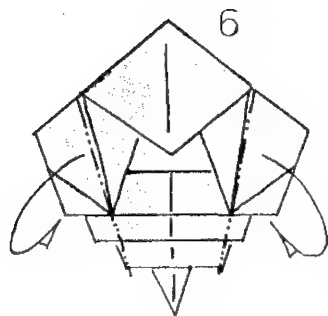
LA CRISALIDE



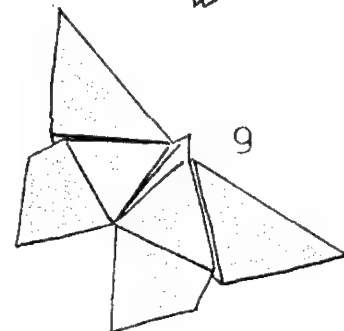
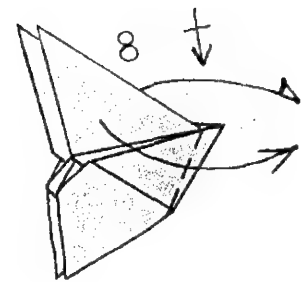
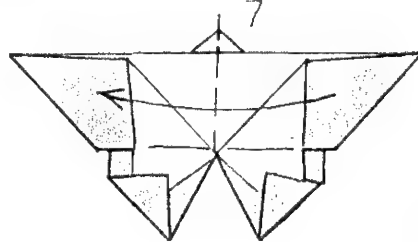
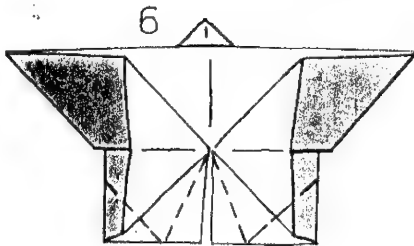
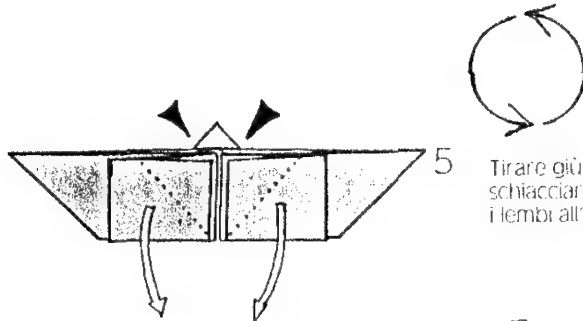
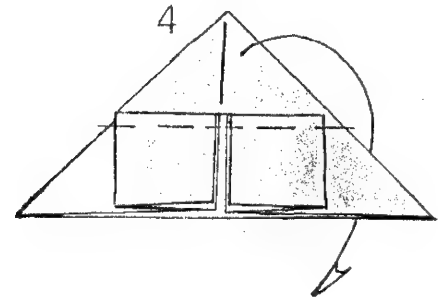
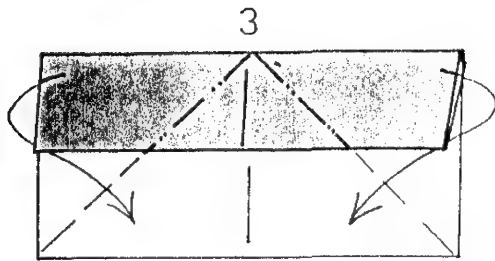
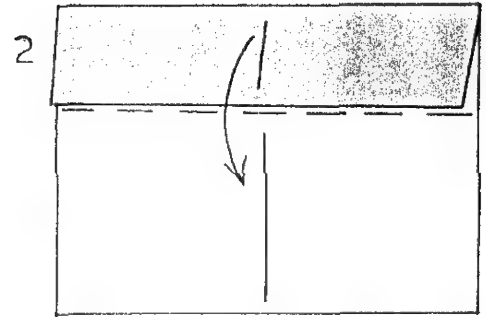
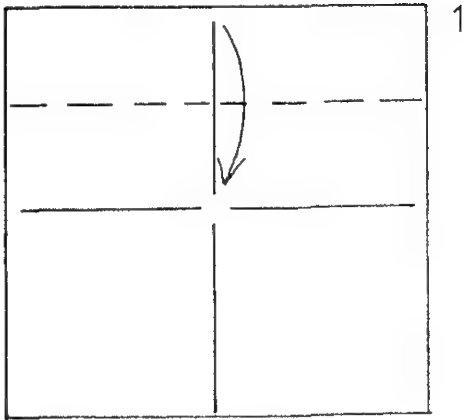
Iniziare
dalla base a freccia



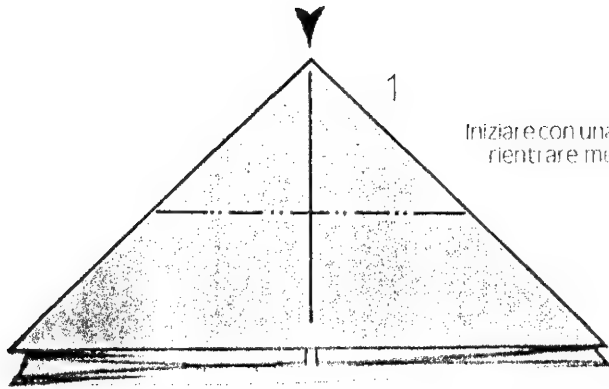
Piegare in giù
e alzare la punta dietro



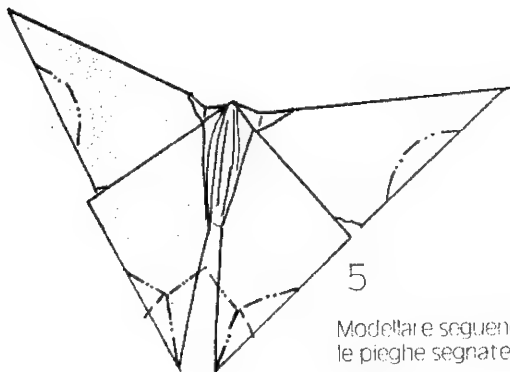
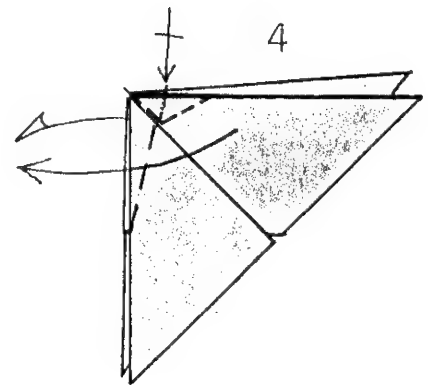
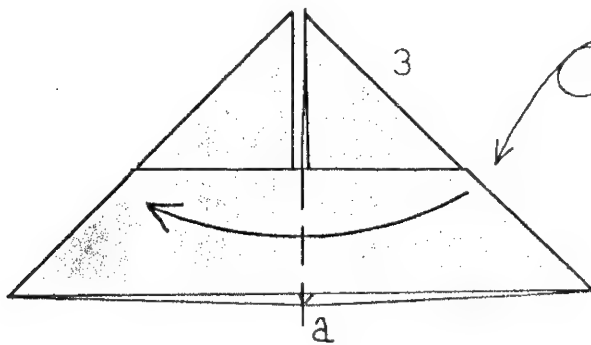
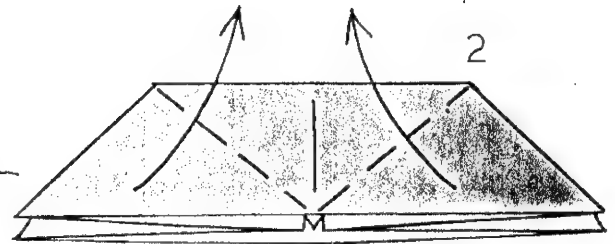
LA FARFALLA n. 1



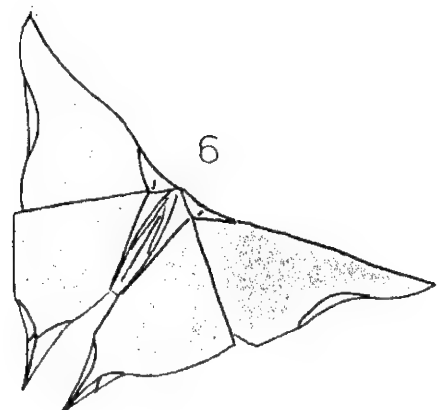
LA FARFALLA n. 2



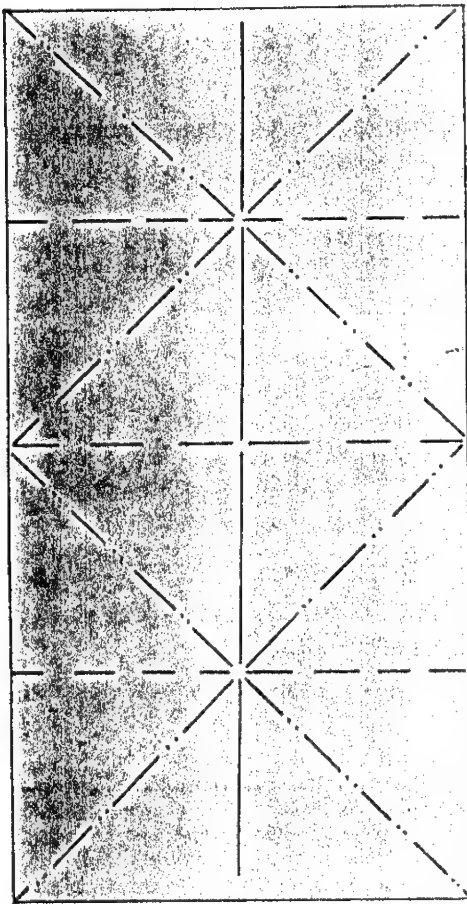
Iniziare con una base triangolare e far rientrare metà della figura



Modellare seguendo le pieghe segnate

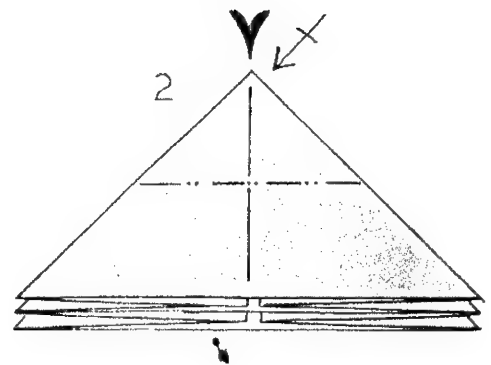


LA FARFALLA n. 3

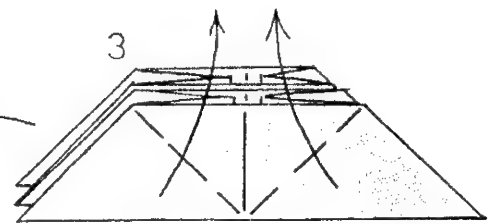


1

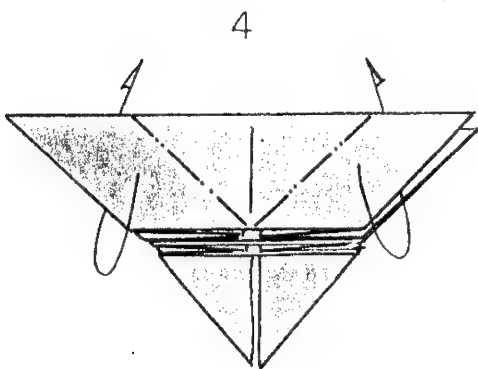
Per questo modello usare della carta sottile o di tipo velina.
Iniziare con un rettangolo 2x1



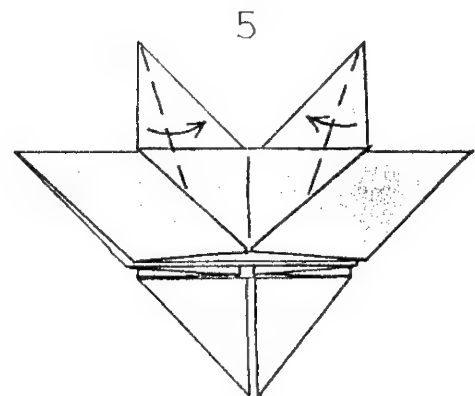
2



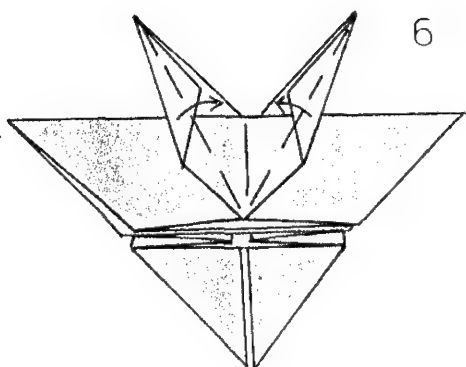
3



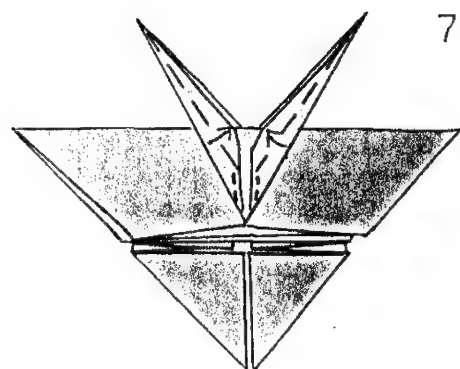
4



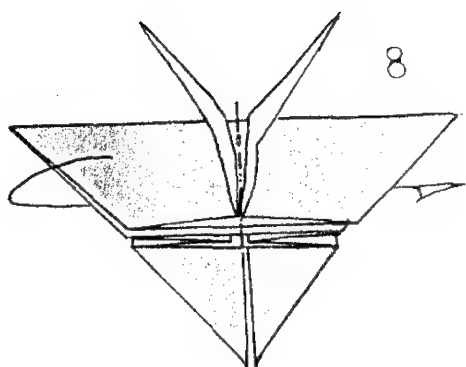
5



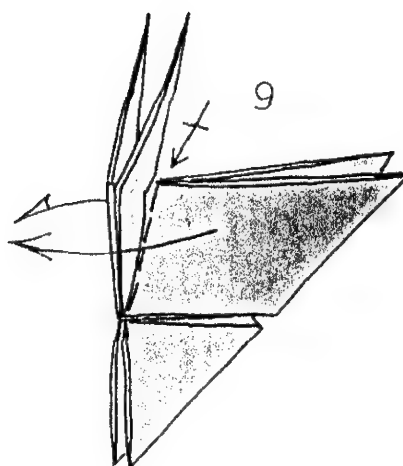
6



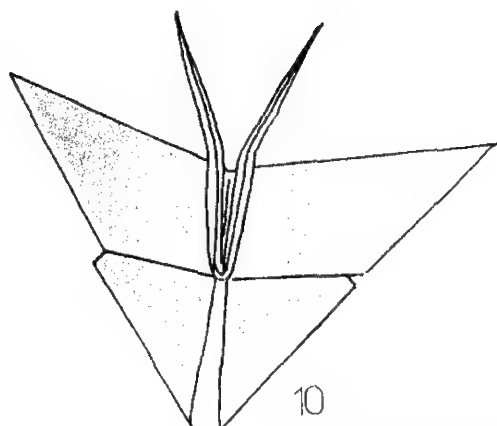
7



8

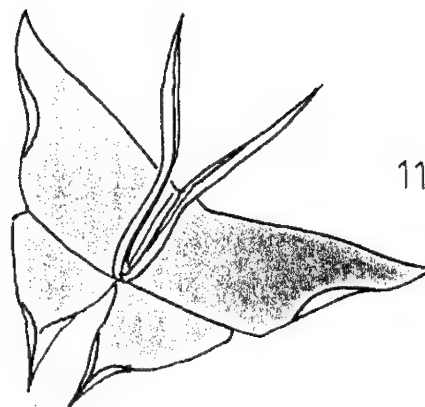


9



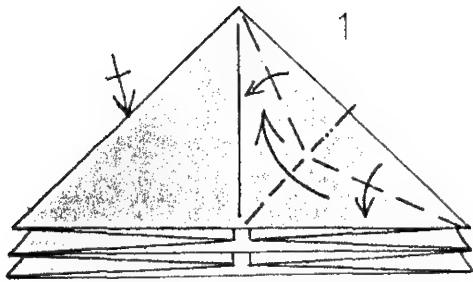
10

Per modellare la figura, si possono fare le stesse pinche del passaggio n. 5 del modello precedente

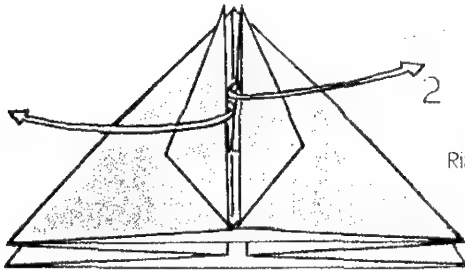


11

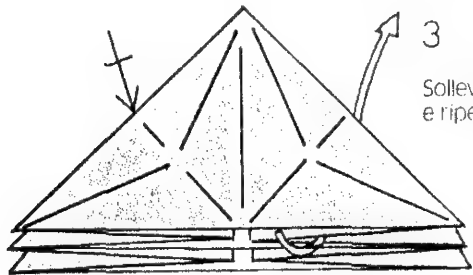
LA FARFALLA n. 4



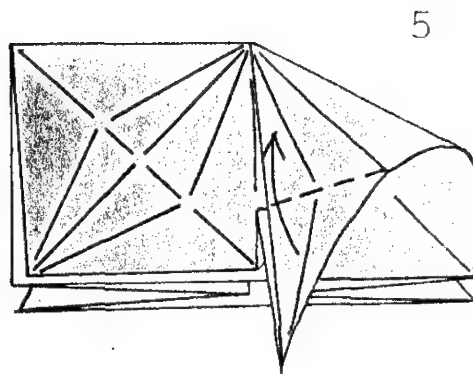
Iniziare dalla fig. 2 del modello precedente



Riaprire

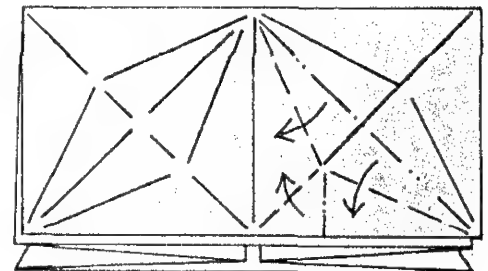


Sollevare il primo lembo interno e ripetere dall'altro lato

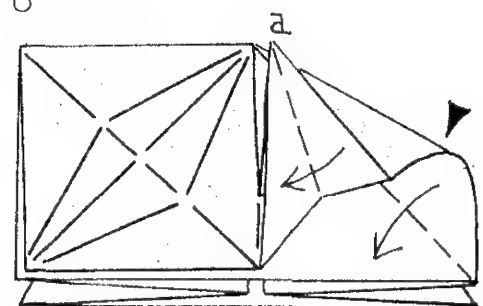


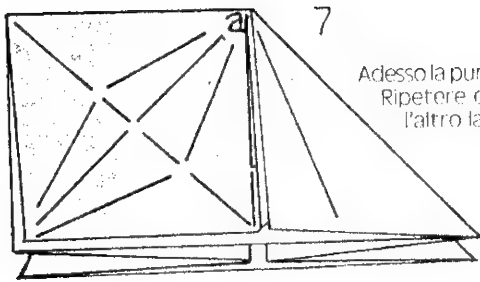
4

Richiudere seguendo le pieghe

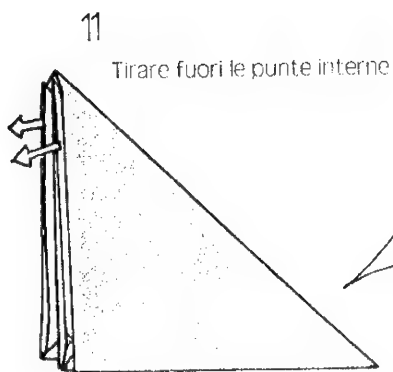
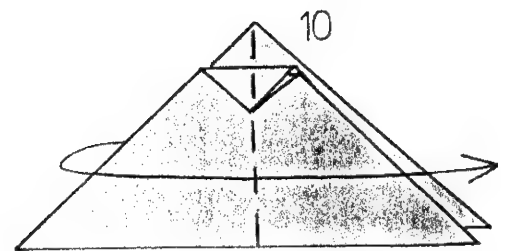
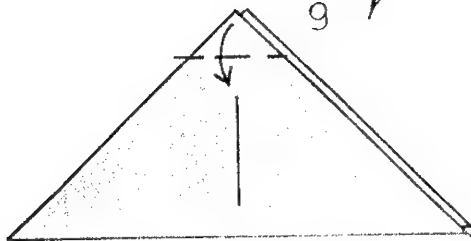
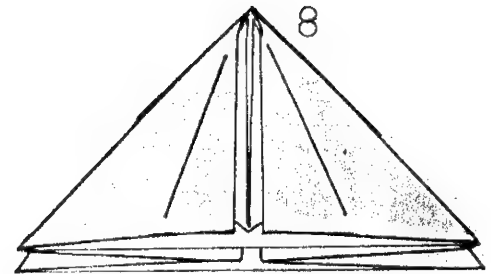


6

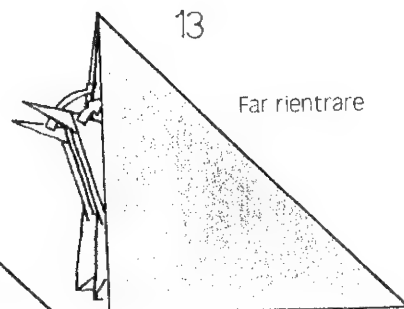
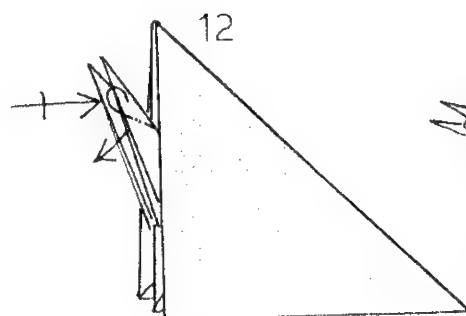




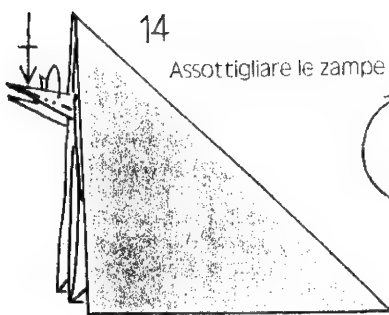
Adesso la punta (a) si trova all'interno.
Ripetere dalla fig. 4 alla fig. 7 per
l'altro lato



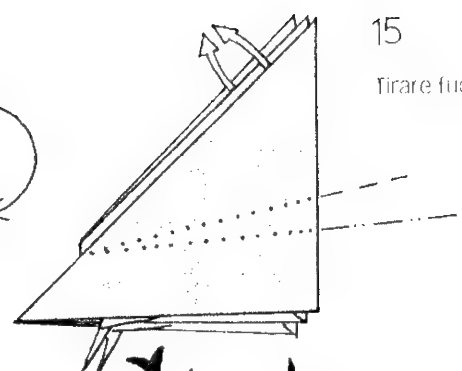
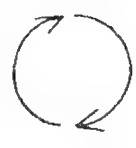
Tirare fuori le punte interne



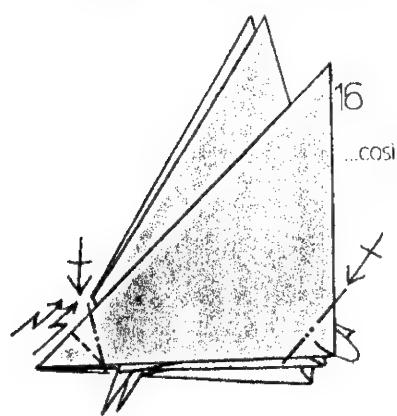
Far rientrare



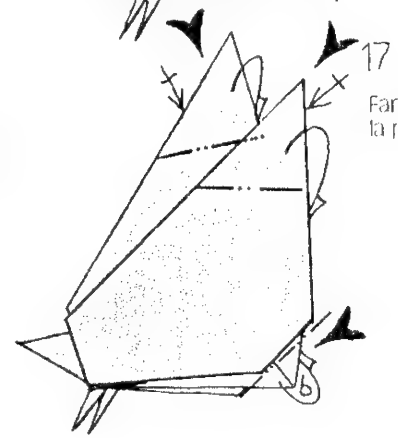
Assottigliare le zampe



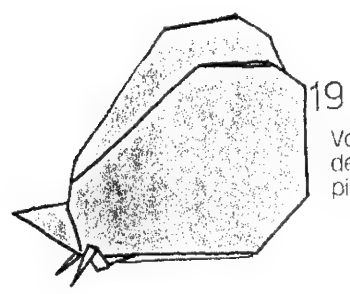
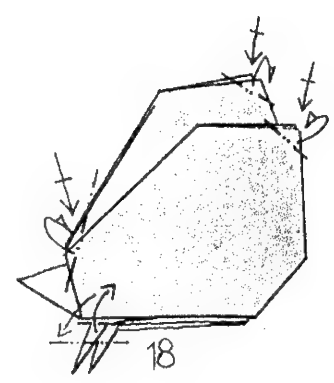
Tirare fuori i due lembi interni...



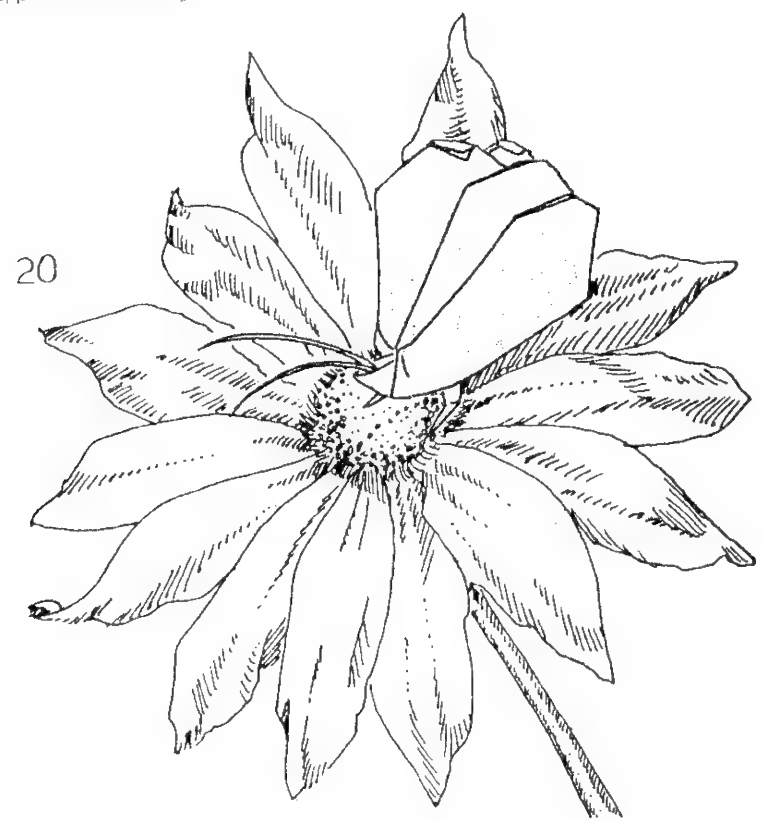
...così



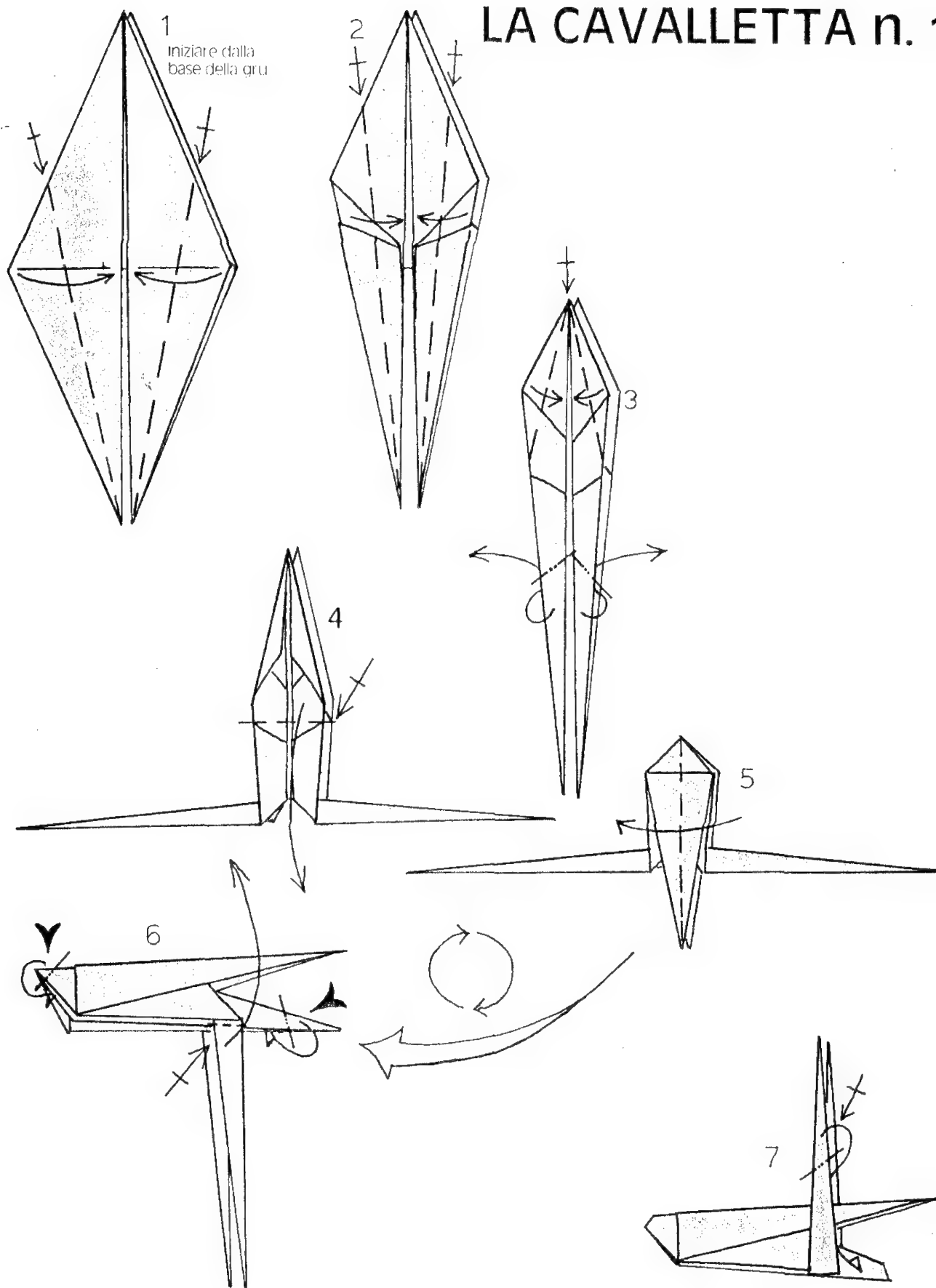
Far rientrare la punta (b)

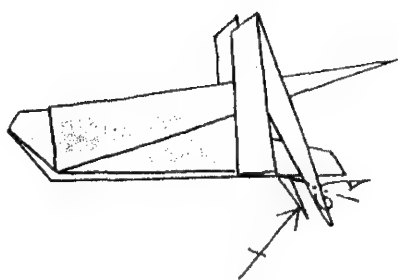


Volendo, si possono aggiungere delle antenne, per rendere la figura più realistica

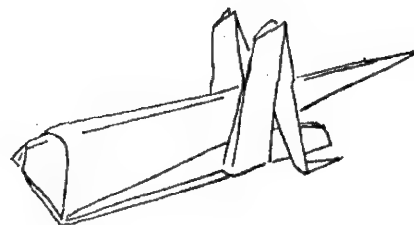


LA CAVALLETTA n. 1





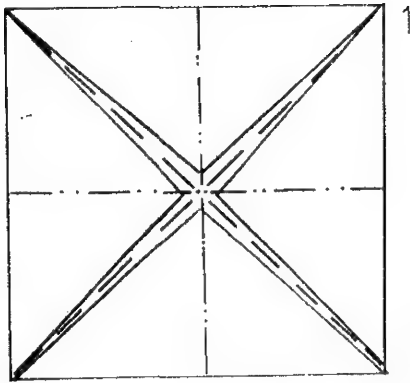
8



9

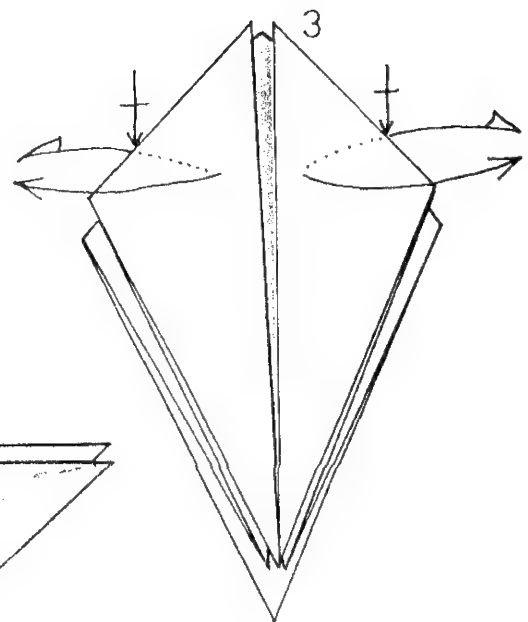
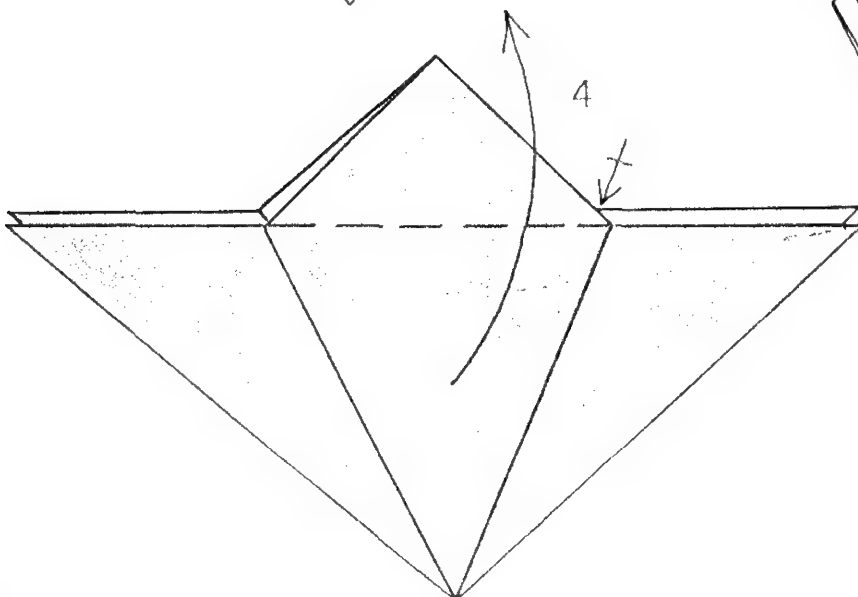
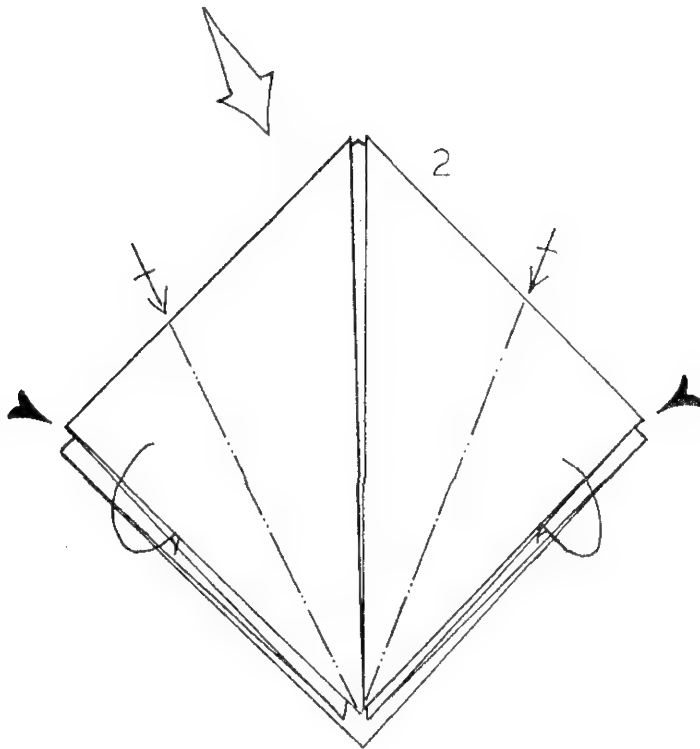


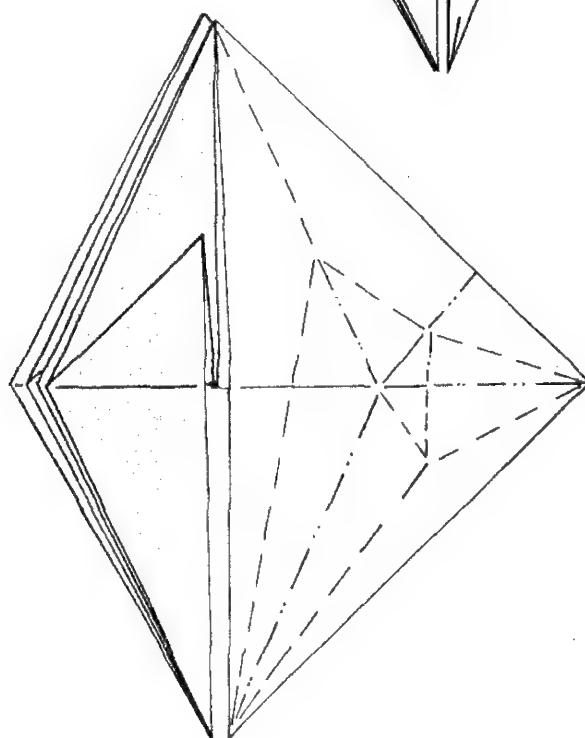
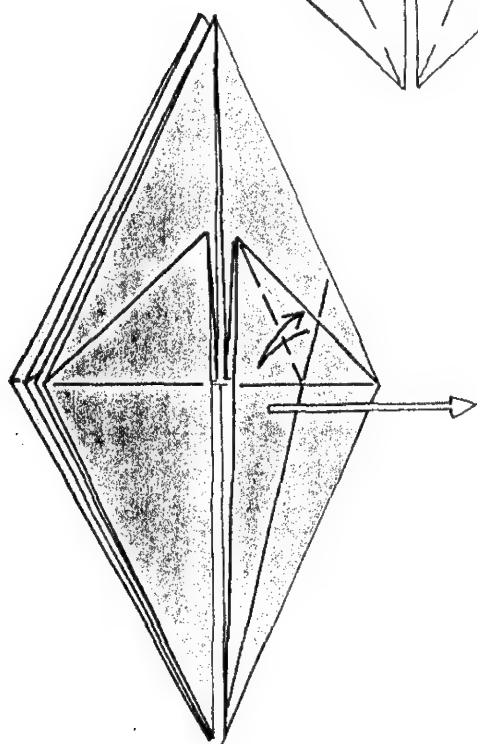
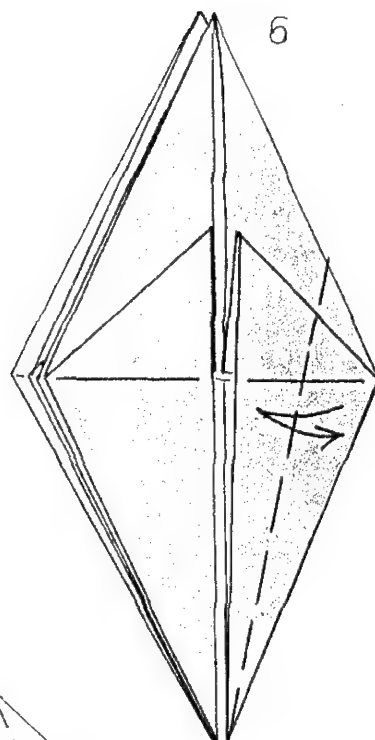
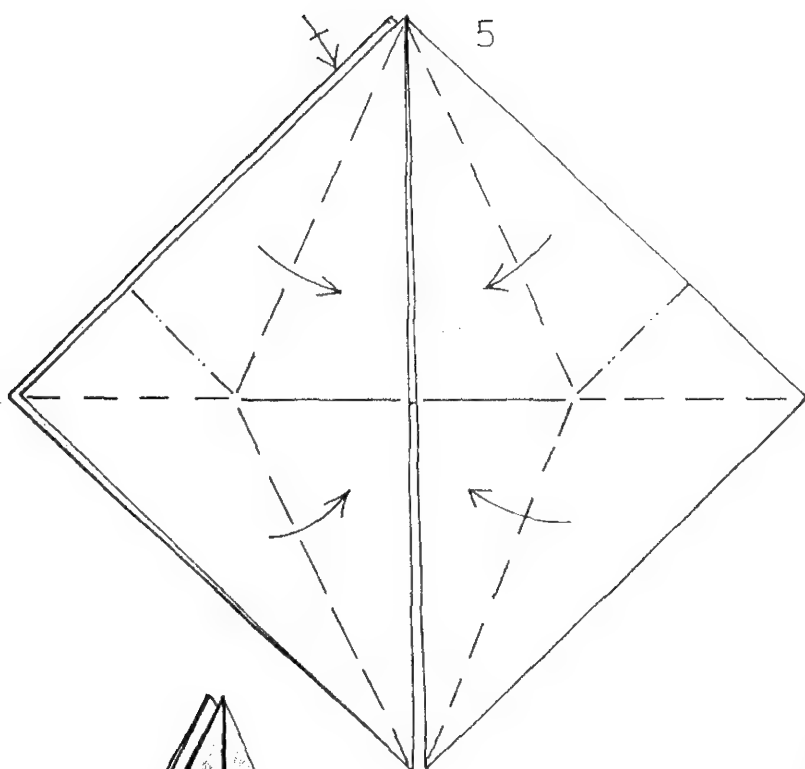
LA CAVALLETTA n. 2



Iniziare dalla
base a busta

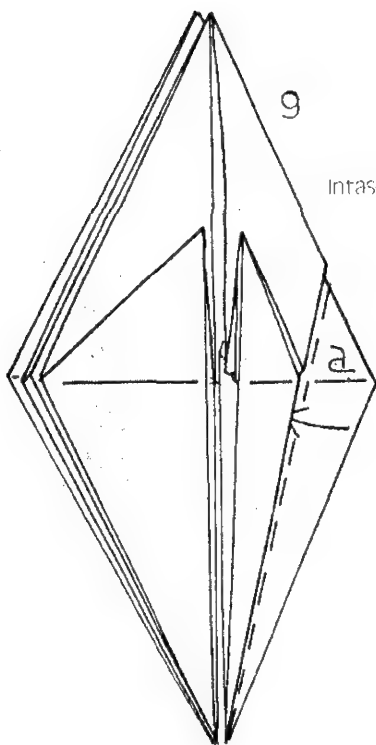
Questo è un modello più realistico
del precedente in quanto possiede
tutte le zampe. Ma per realizzarlo,
la carta si inspessisce molto. Usate
quindi una carta molto sottile, non
necessariamente di tipo velina, e di
formato d'almeno 25 cm.



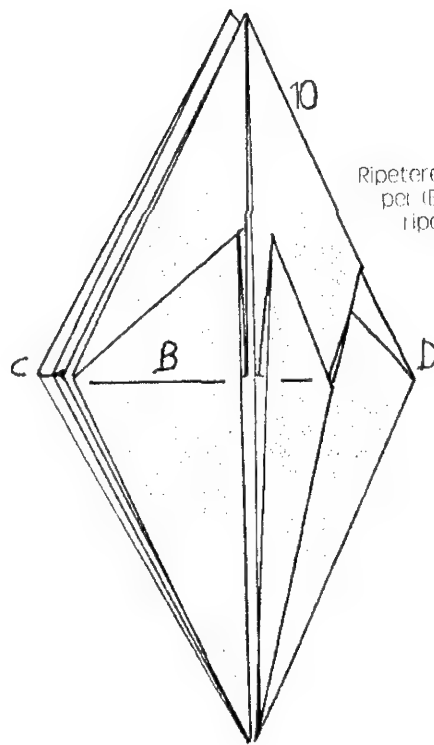


7
Piegare e riaprire

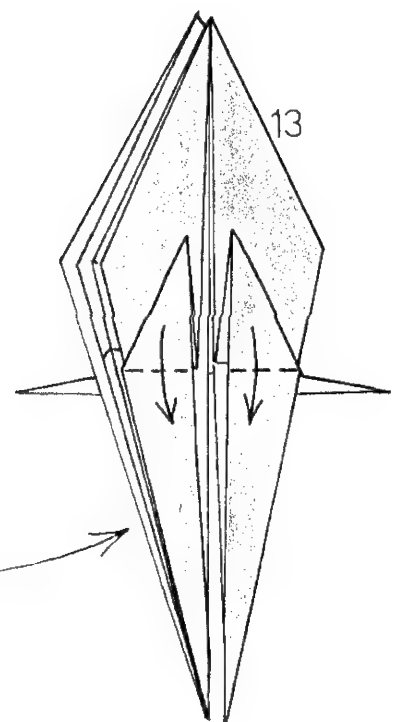
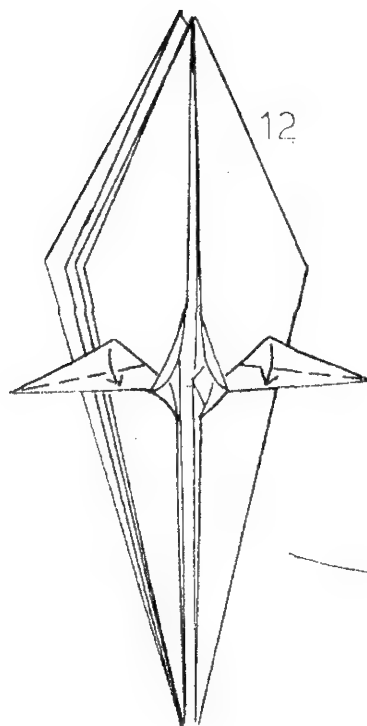
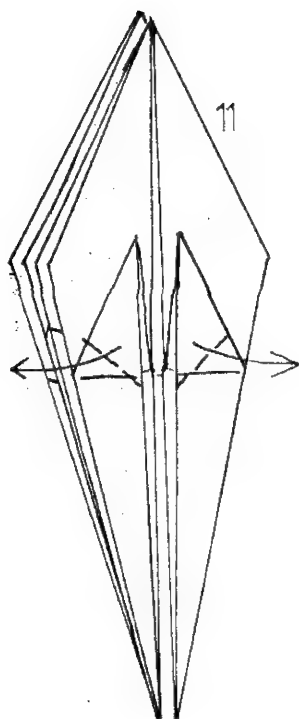
8
Ripassare le pieghe come segnato e richiudere

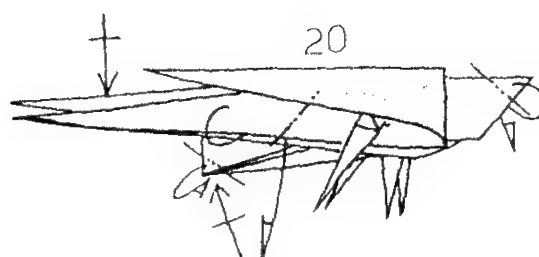
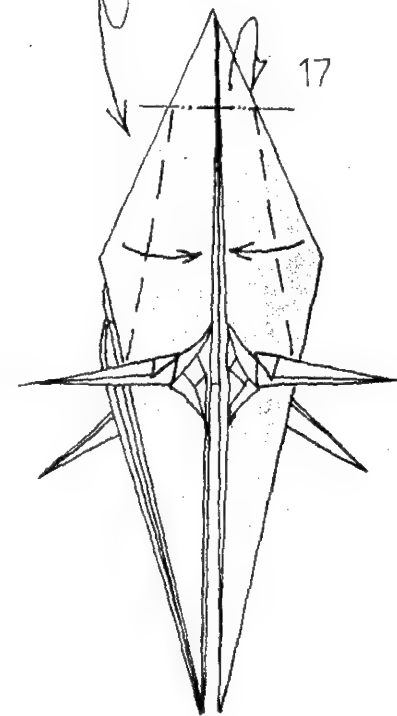
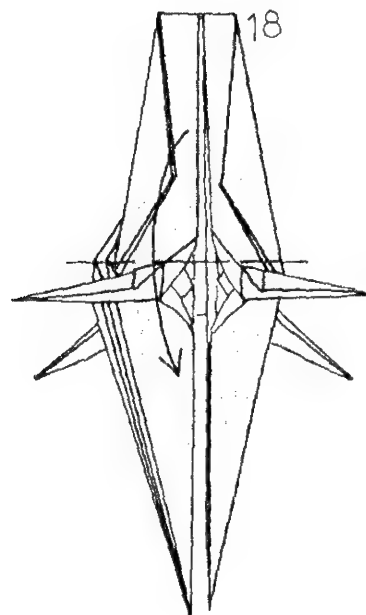
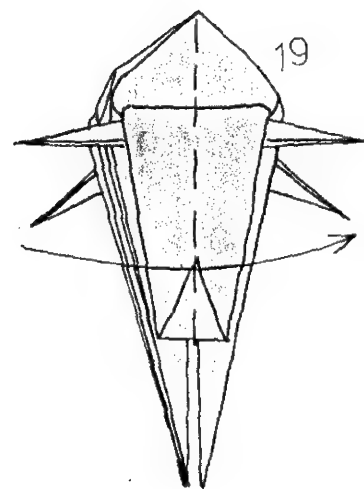
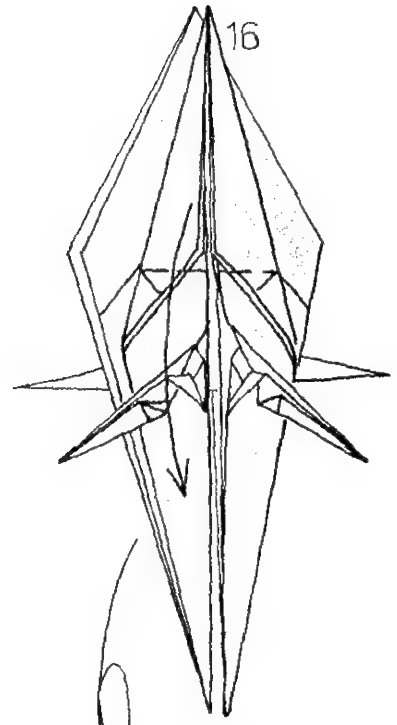
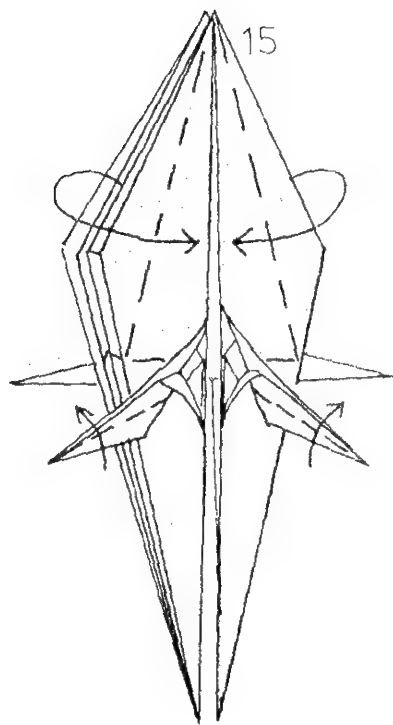
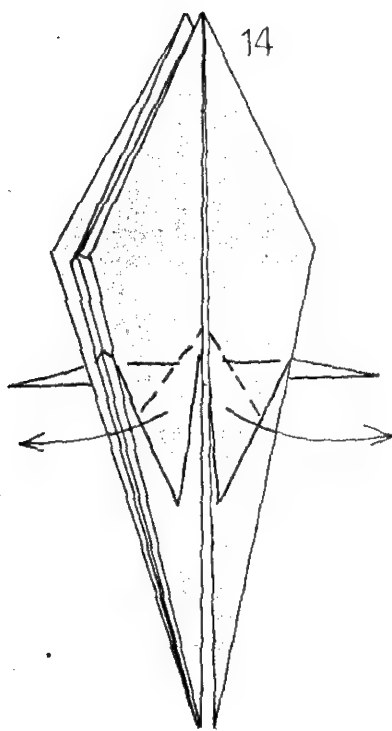


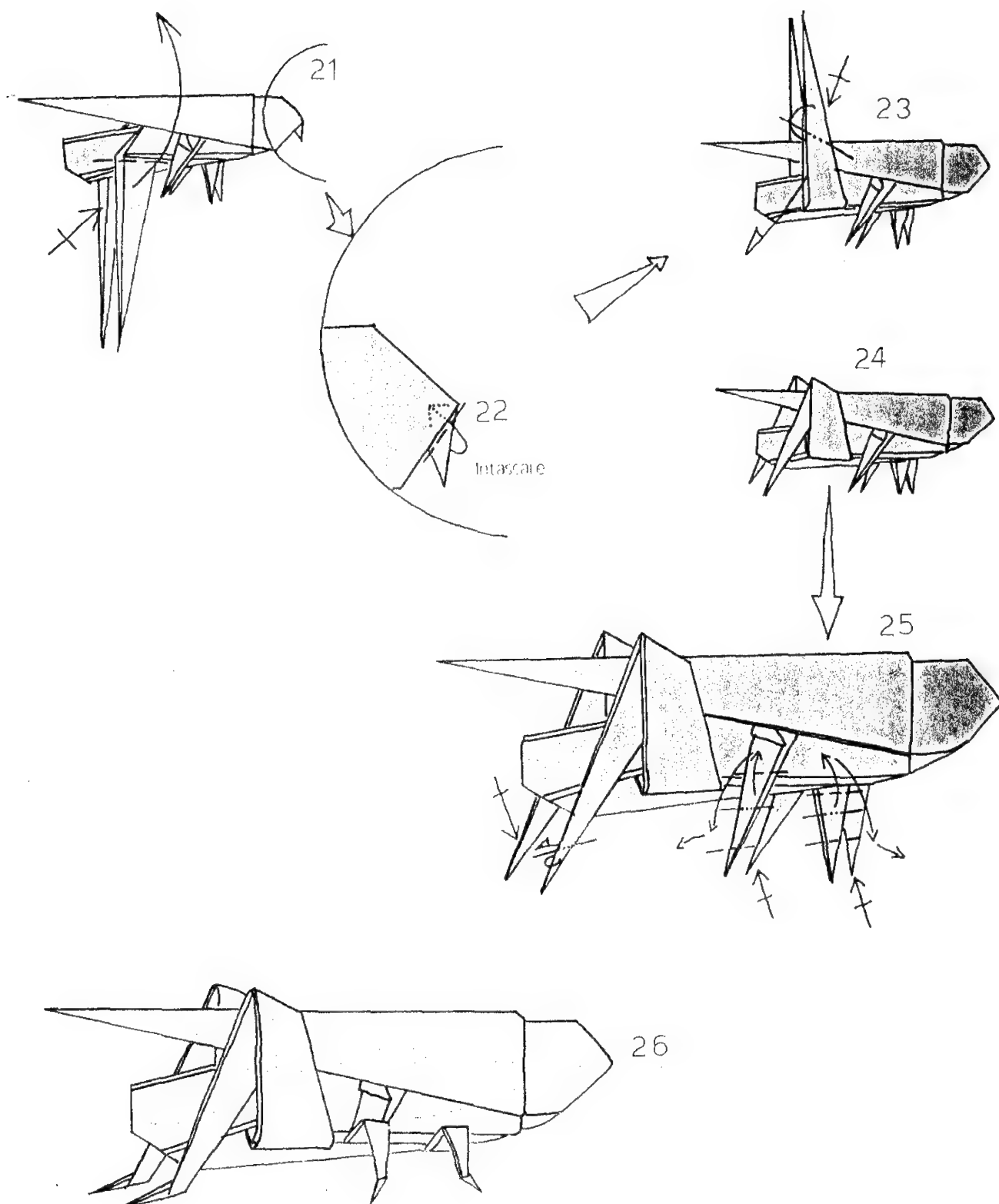
Intascare (a)



Ripetere dalla fig. 6 alla fig. 10
per (B) poi girare il modello e
ripetere per (C) e (D).

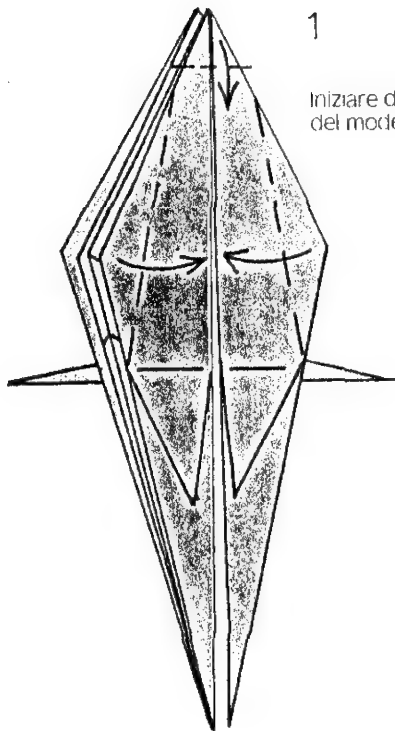






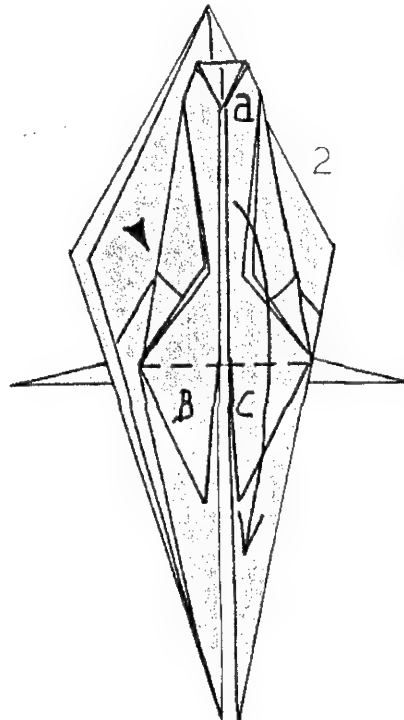
LA MANTIDE

Fig. 1 - 56



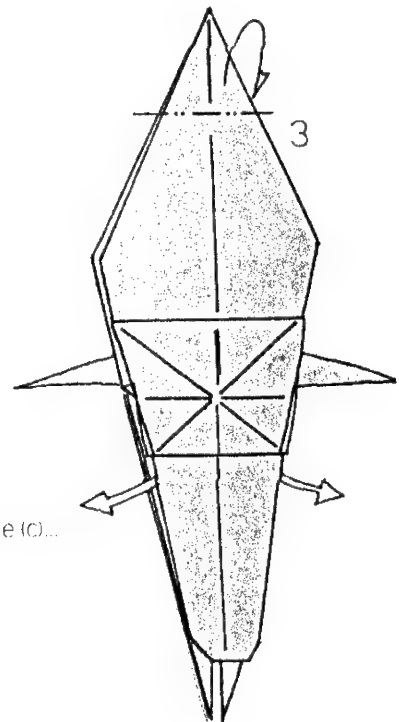
1

Iniziare dalla fig. 14
del modello precedente



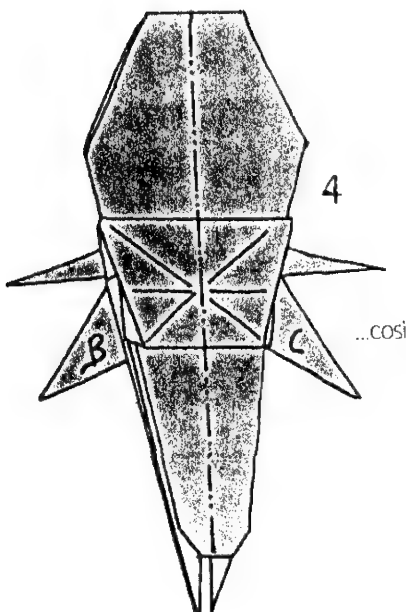
2

Abbassare (a) e schiacciare
completamente la punta interna.
Tenere presente (b) e (c)



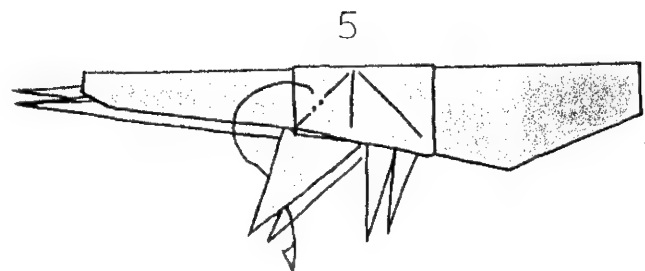
3

Tirare fuori le punte (b) e (c)...

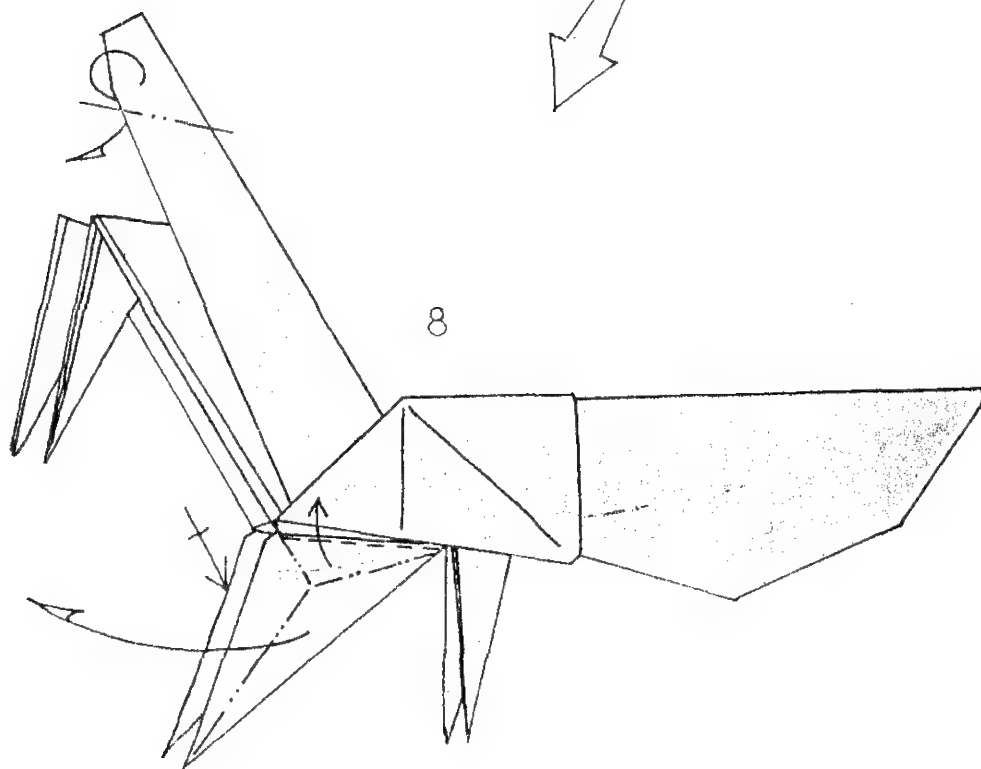
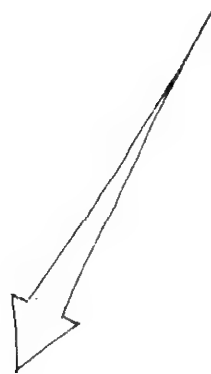
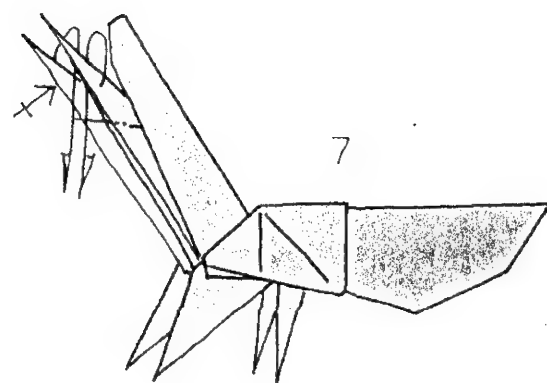
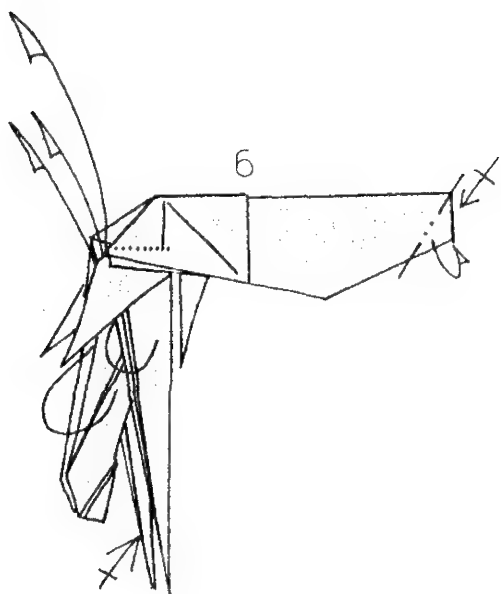


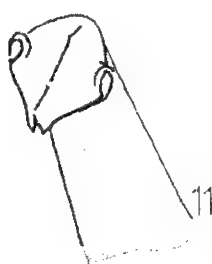
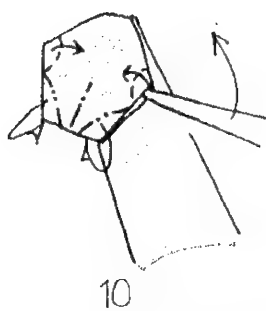
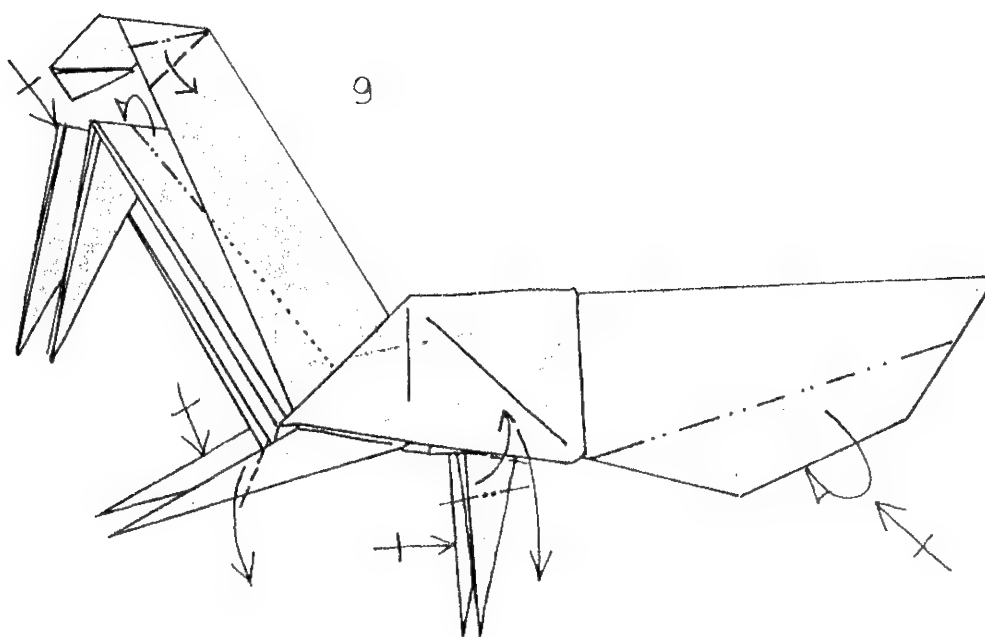
4

...così

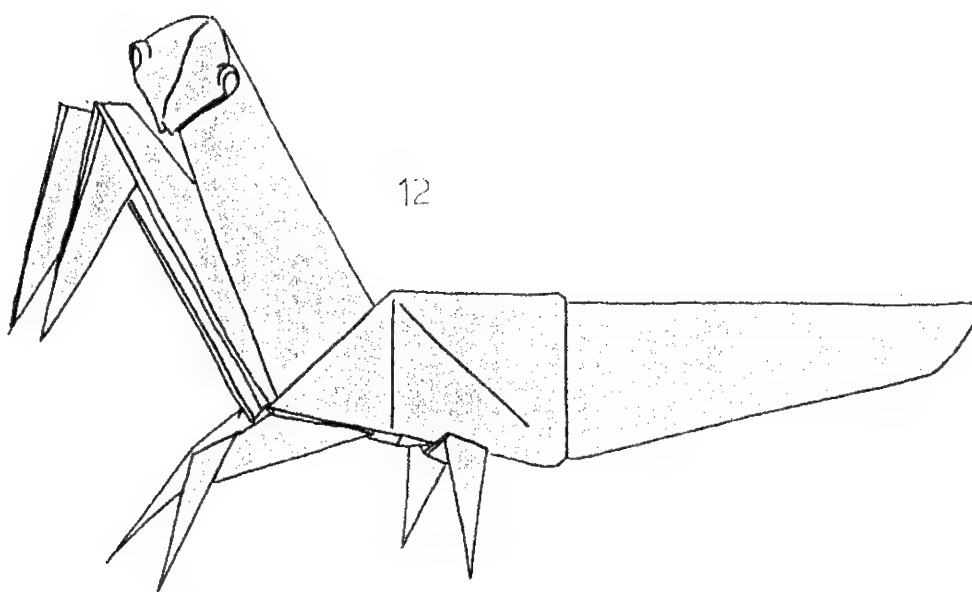


5

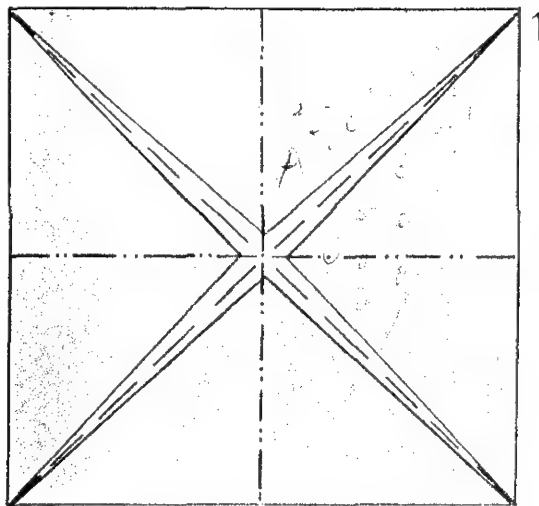




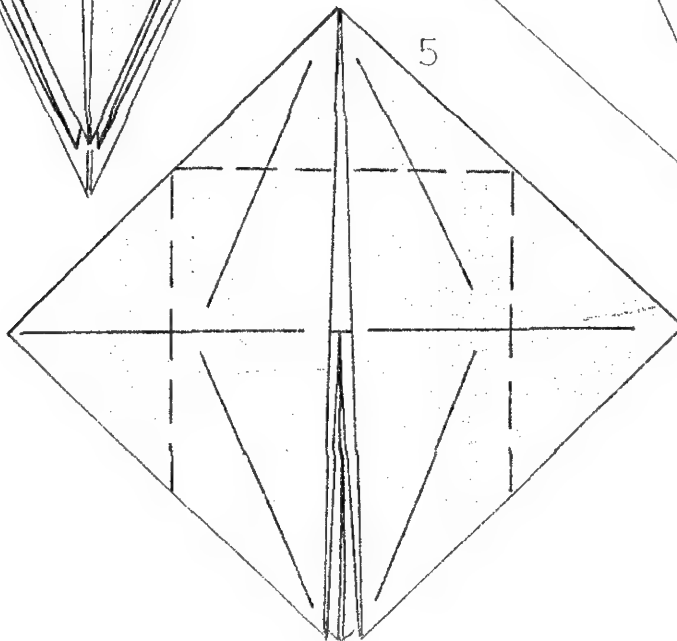
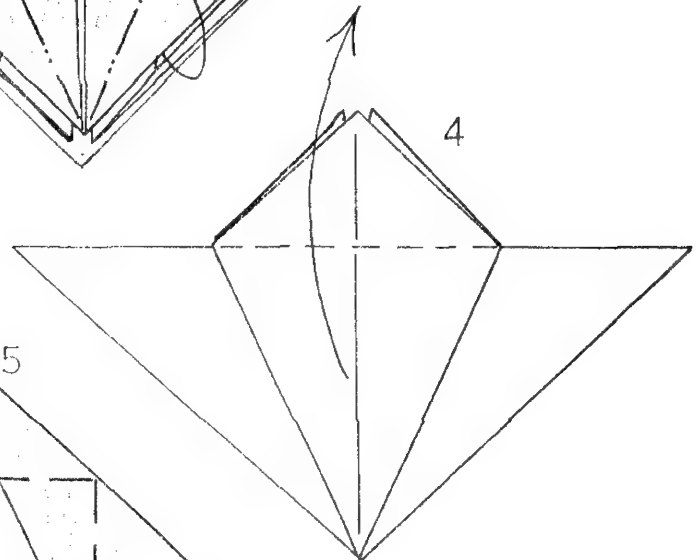
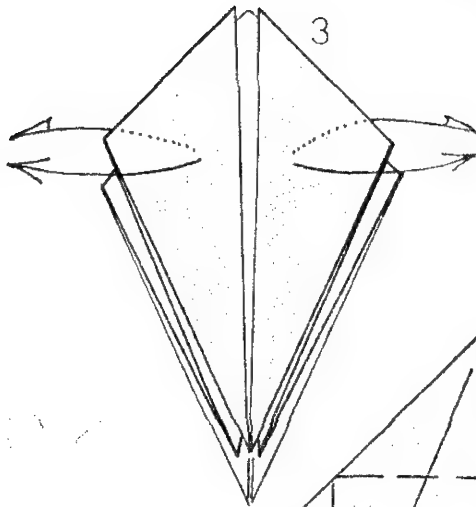
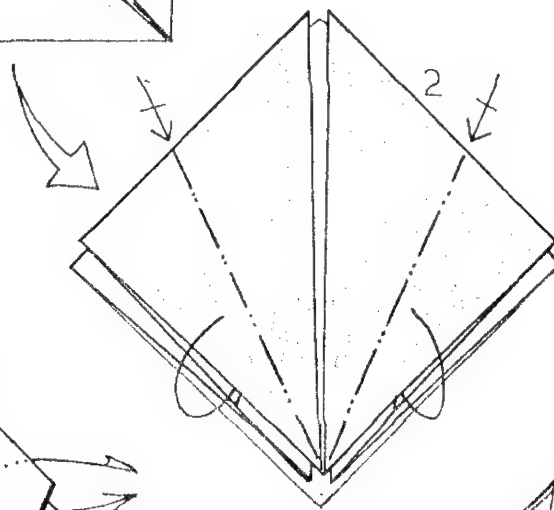
Per formare gli occhi, intalare una punta e sollevare seguendo la direzione della freccia

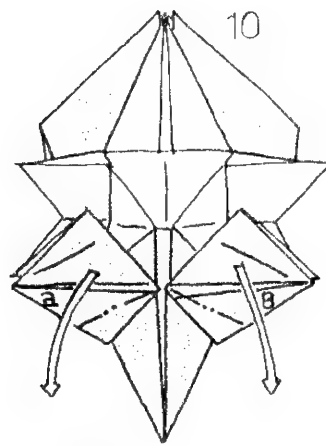
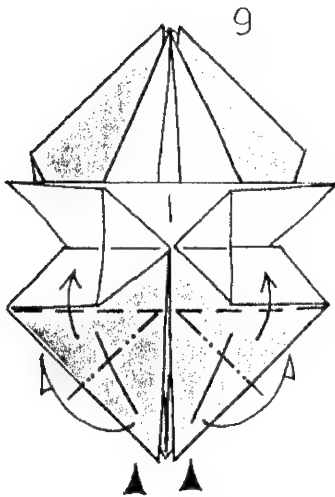
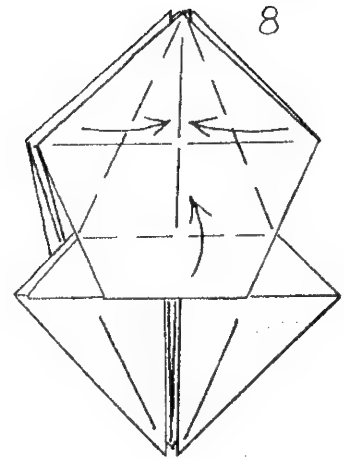
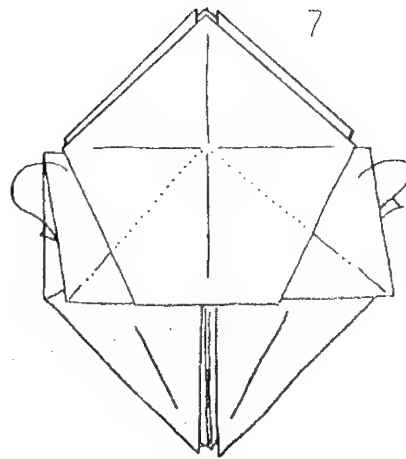
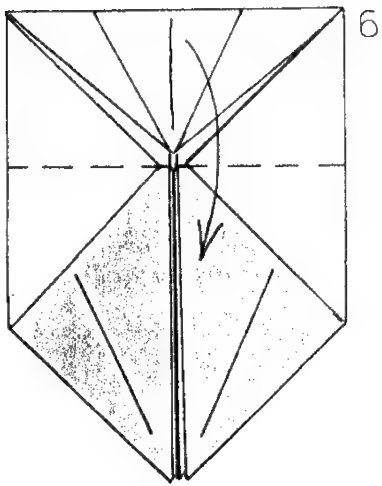


IL COCCINELLIDE

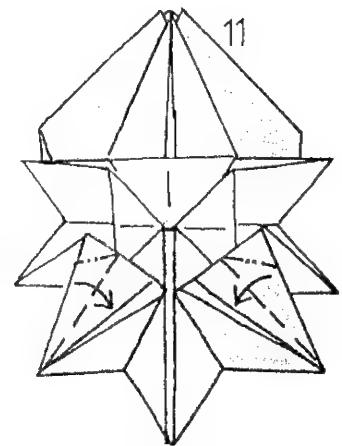


Iniziare
dalla base
a busta

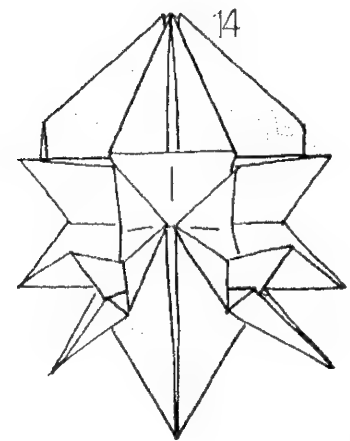
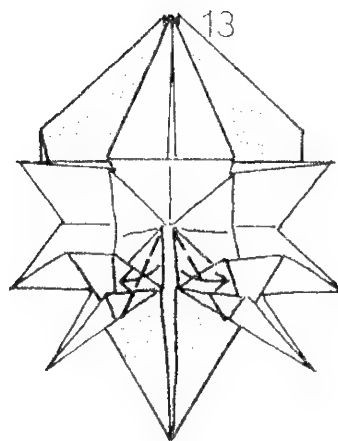
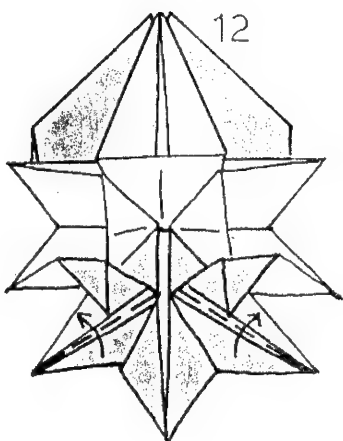


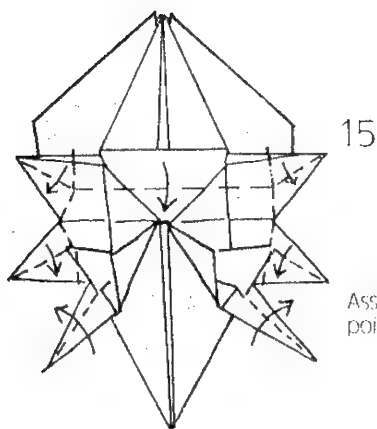


Tirare avanti (a) e (b).



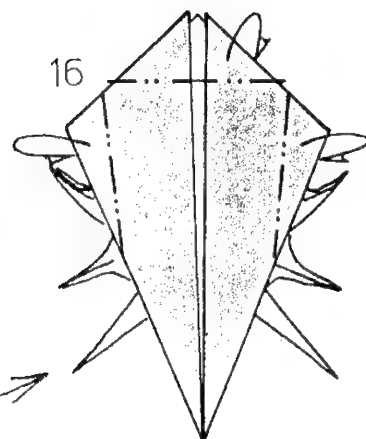
così



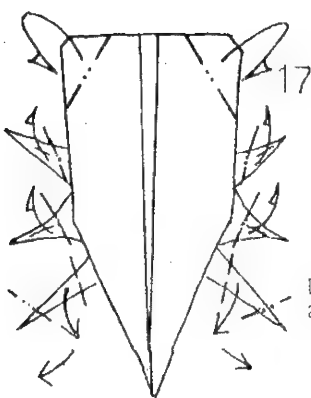


15

Assottigliare tutte le zampe
poi voltare la figura

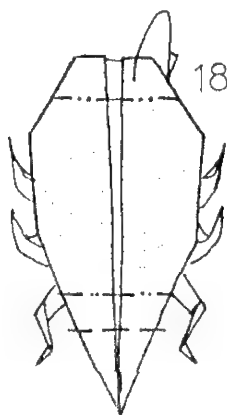


16

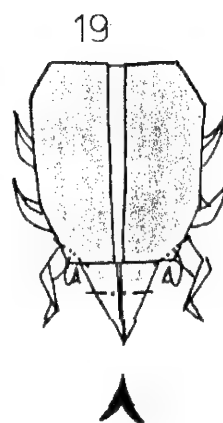


17

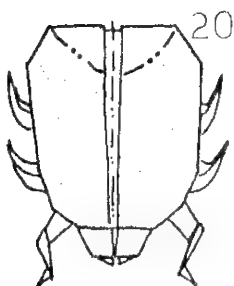
Dare forma
alle zampe



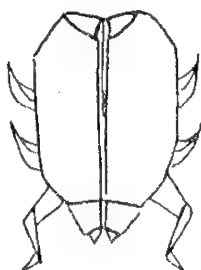
18



19

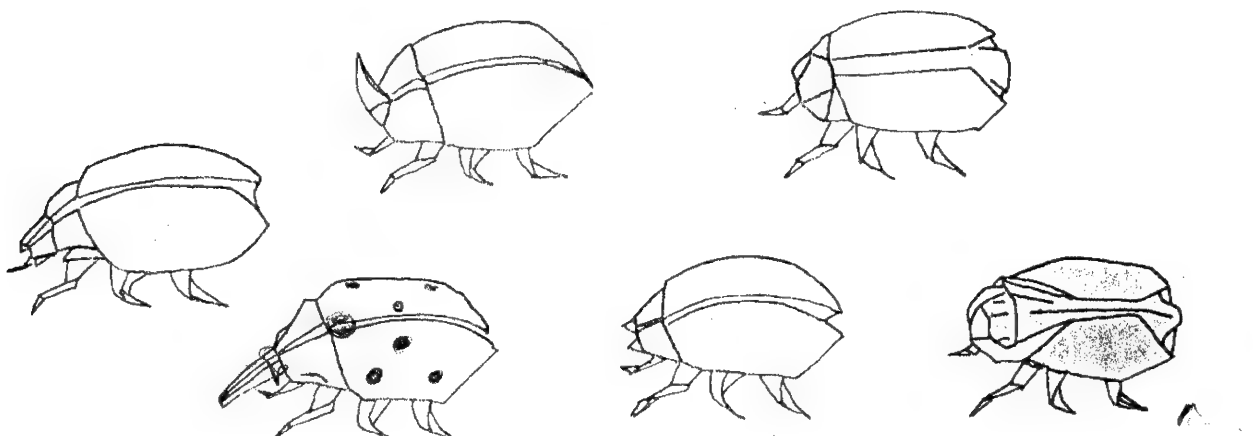


20

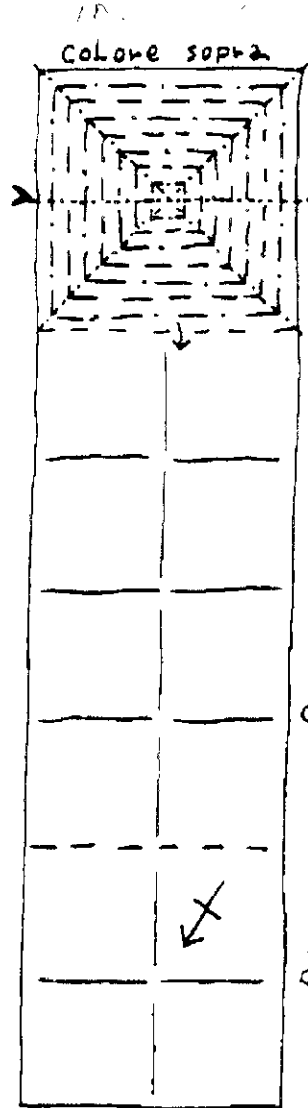


21

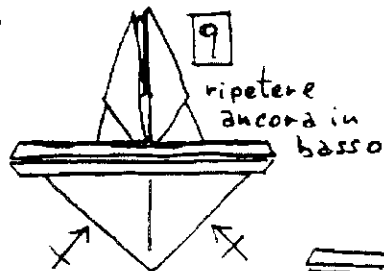
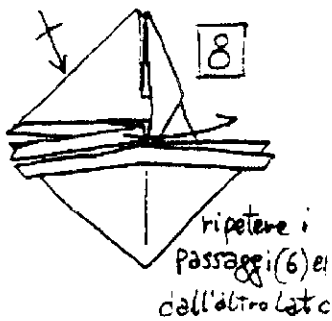
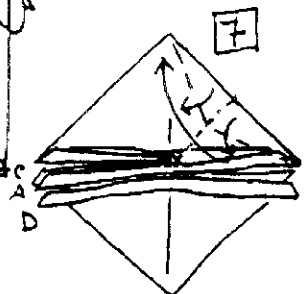
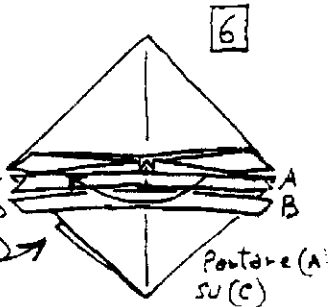
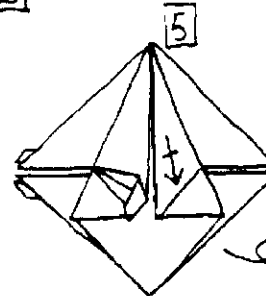
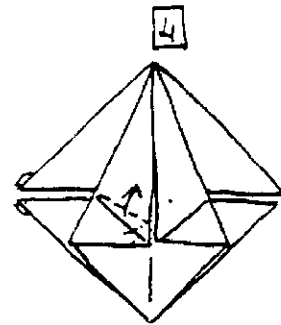
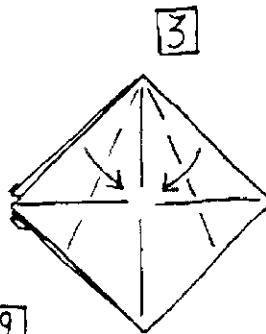
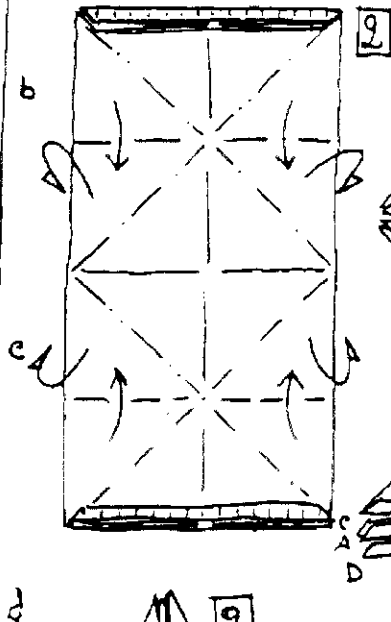
Variano le pieghe, si possono ottenere diversi
tipi di coleotteri. Sotto vi sono alcuni esempi



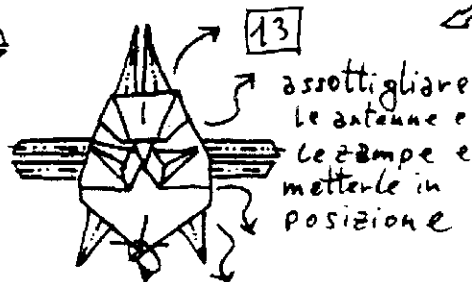
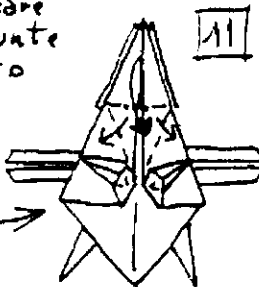
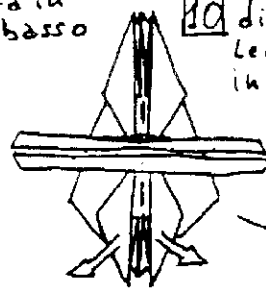
*Modelli di coleotteri
realizzati con
la tecnica delle
origami*



1 Usare un rettangolo 1x4, piegare il quadrato (A) come segnato e ripetere le pieghe per il quadrato in basso (d)



10 dividere le due punte in basso



COCCINELLA (CON DOS MANCHAS).

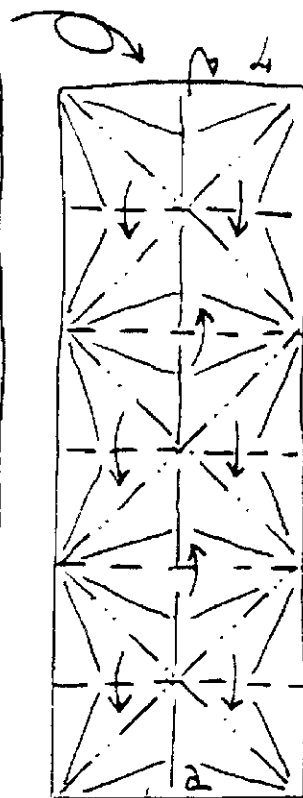
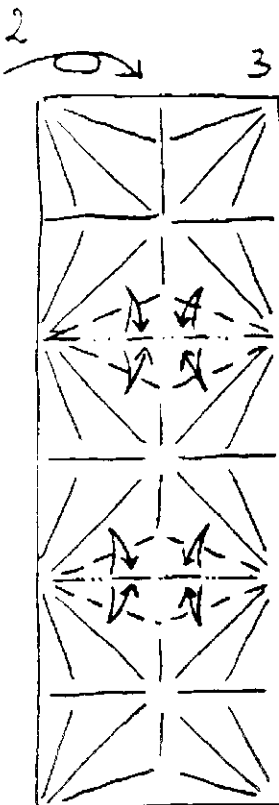
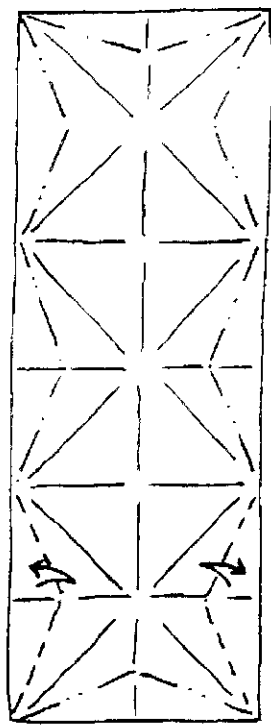
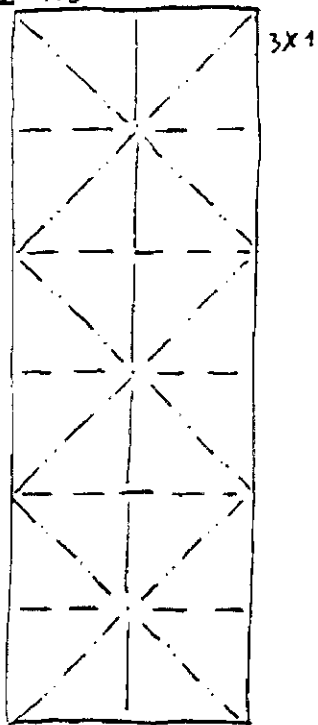


ITALIA

ALFREDO GIUNTA

51

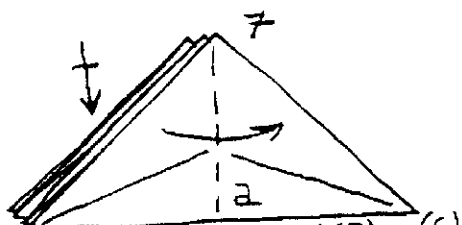
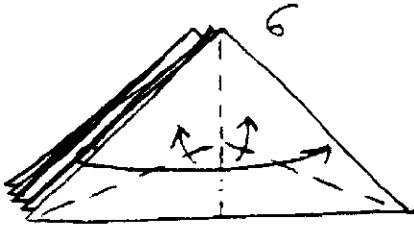
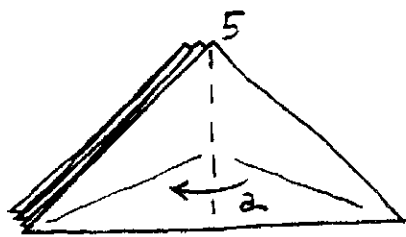
1 LOTO COLORETO



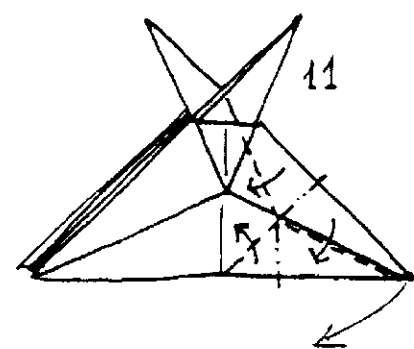
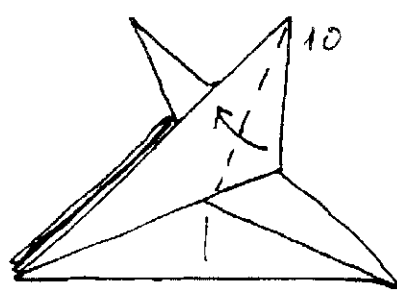
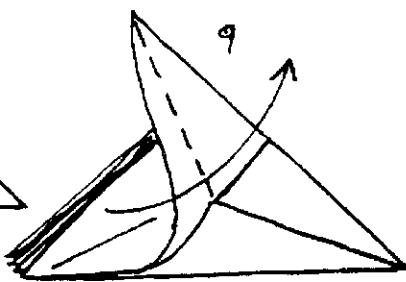
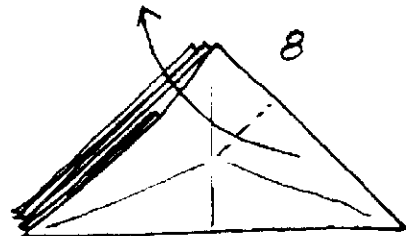
seguire le pieghe come e nei diagrammi ① e ②.

ancora!

formare 4 basi Triangolari.



ripetere i passaggi (5) e (6) dall'altro lato

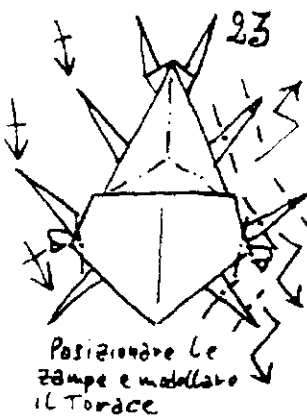
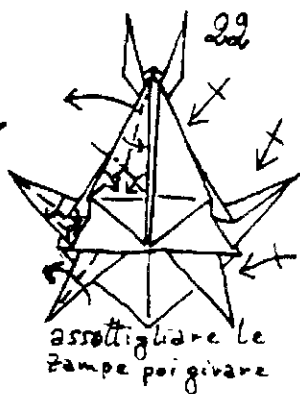
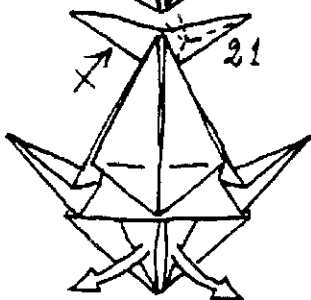
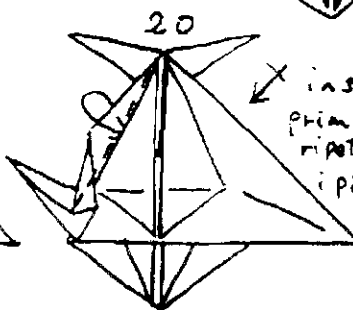
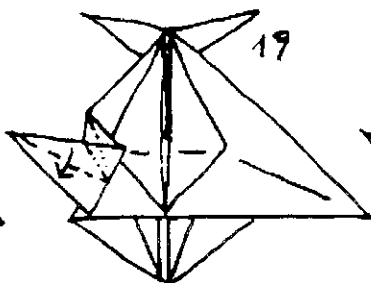
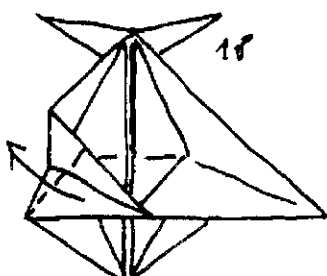
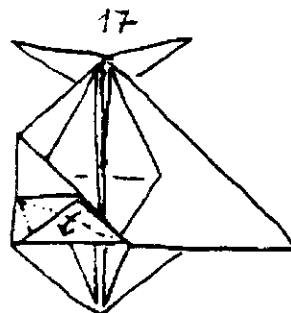
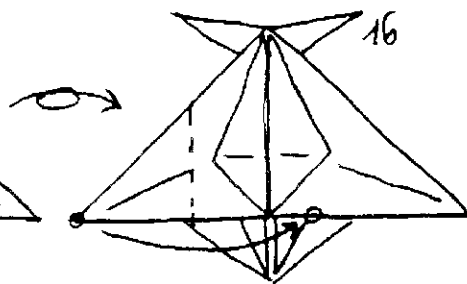
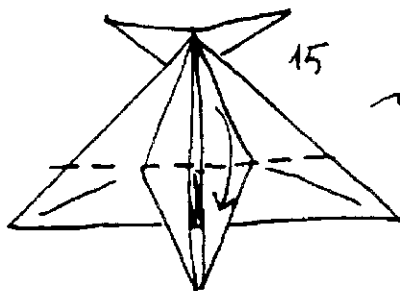
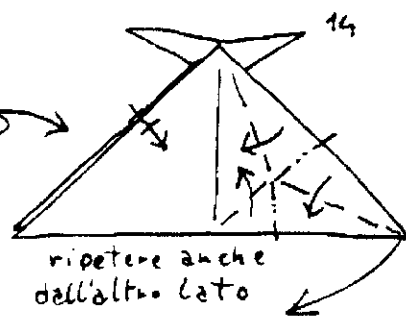
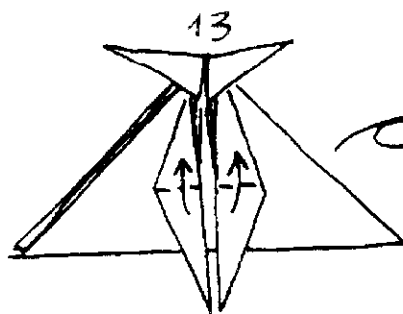
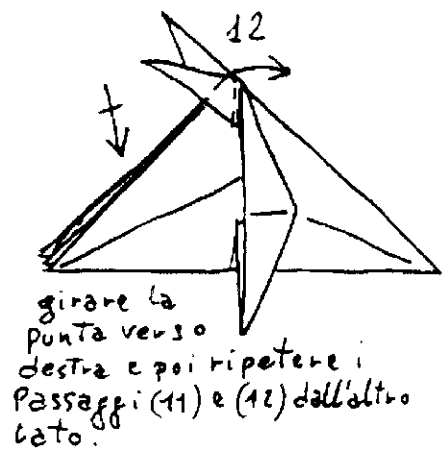


COLEOPTERO

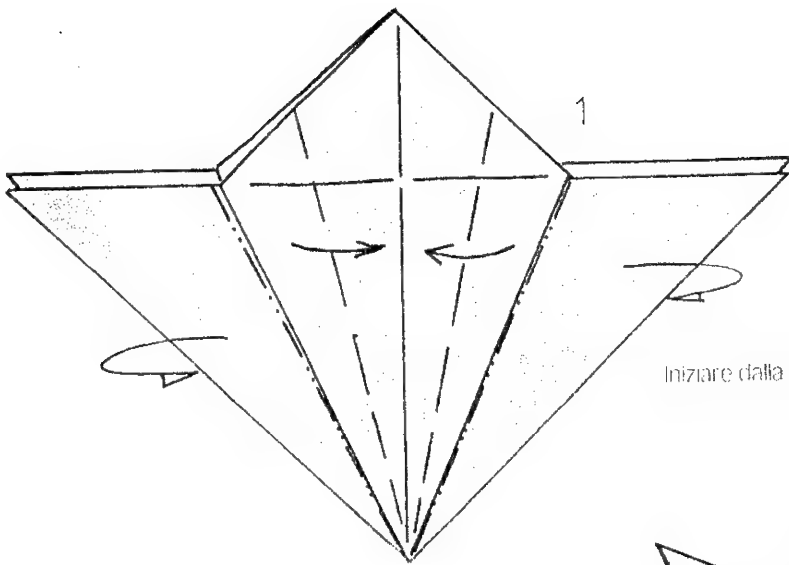
ALFREDO GIUNTA

ITALIA

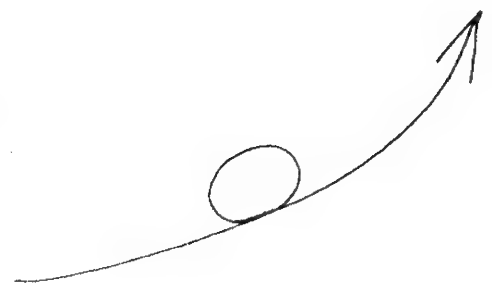
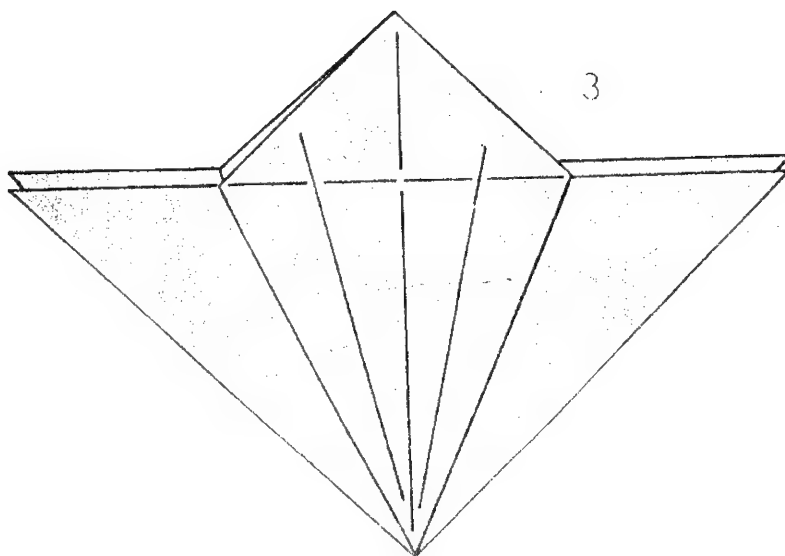
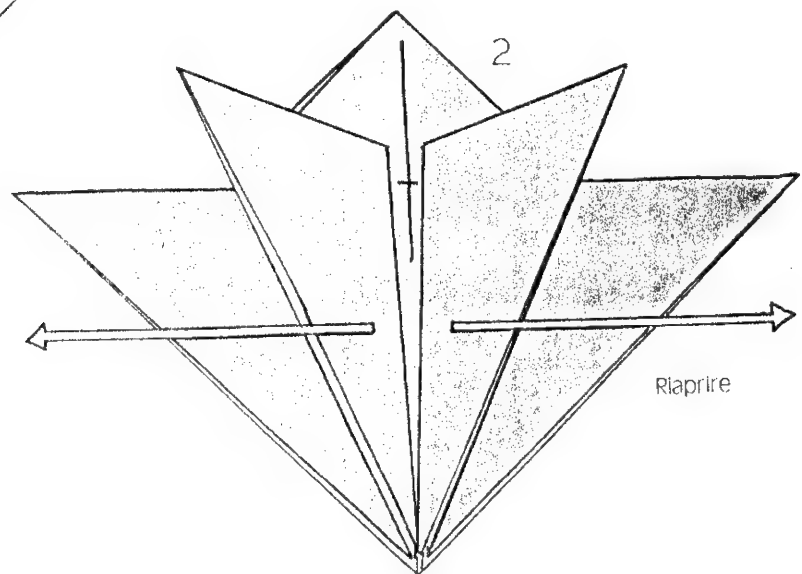


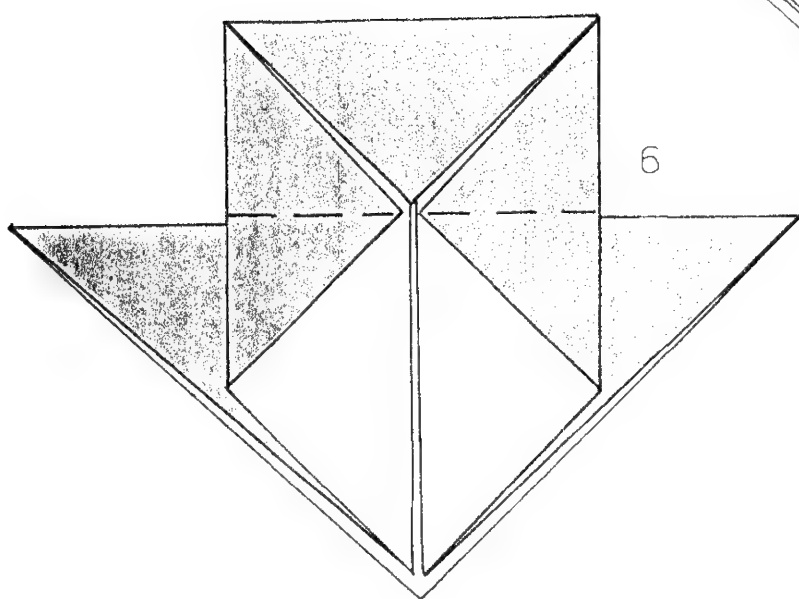
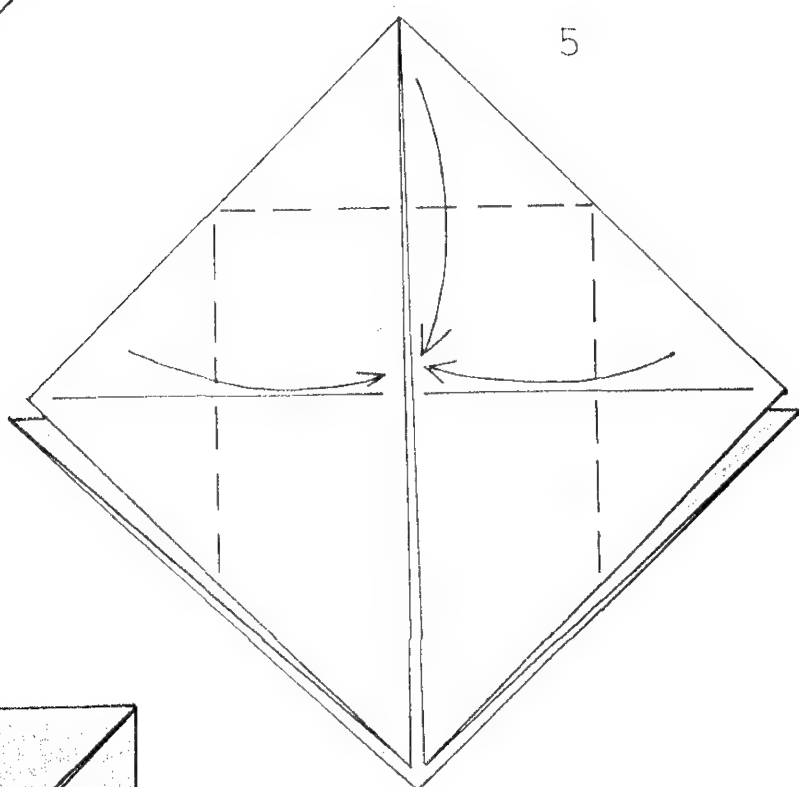
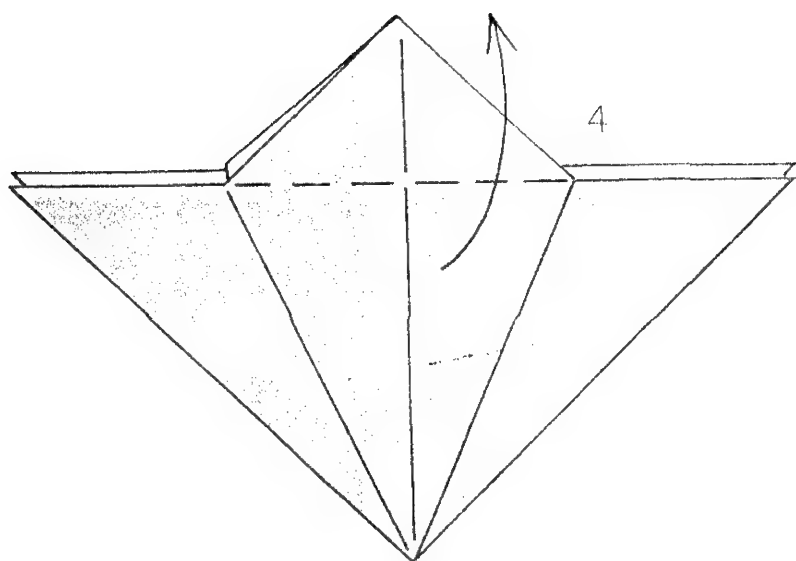


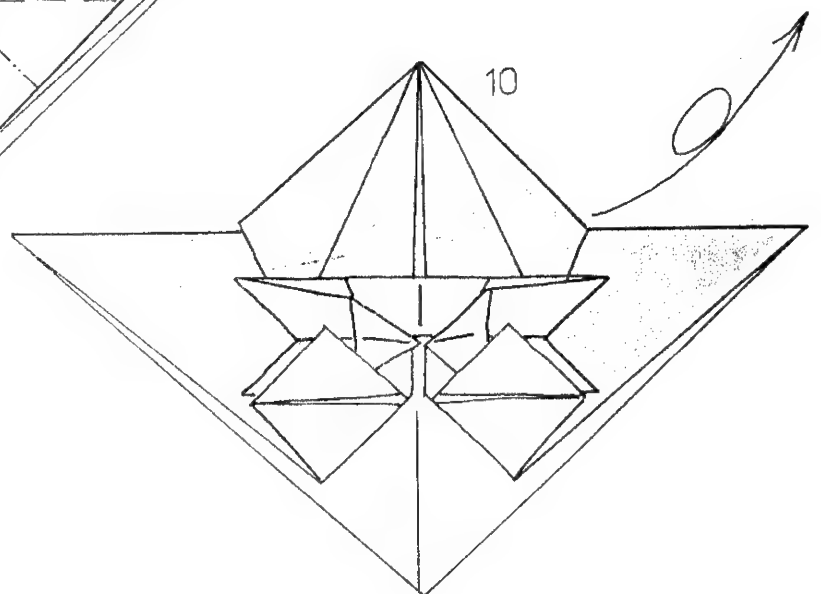
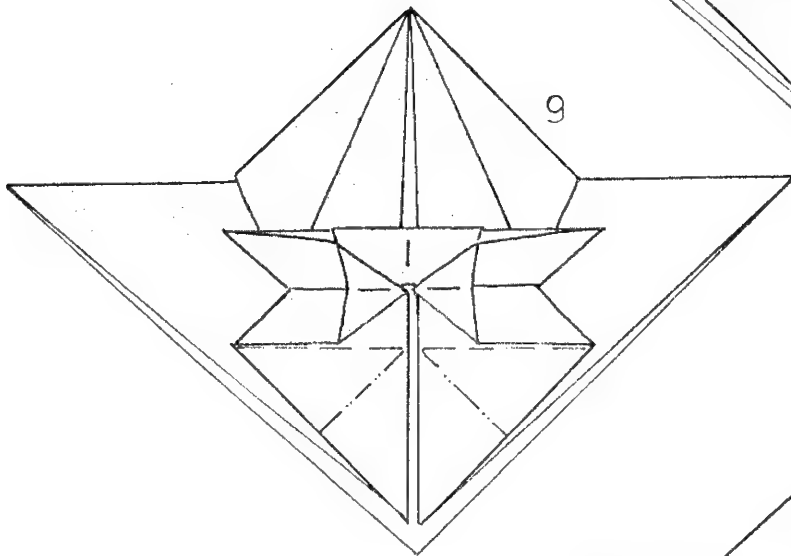
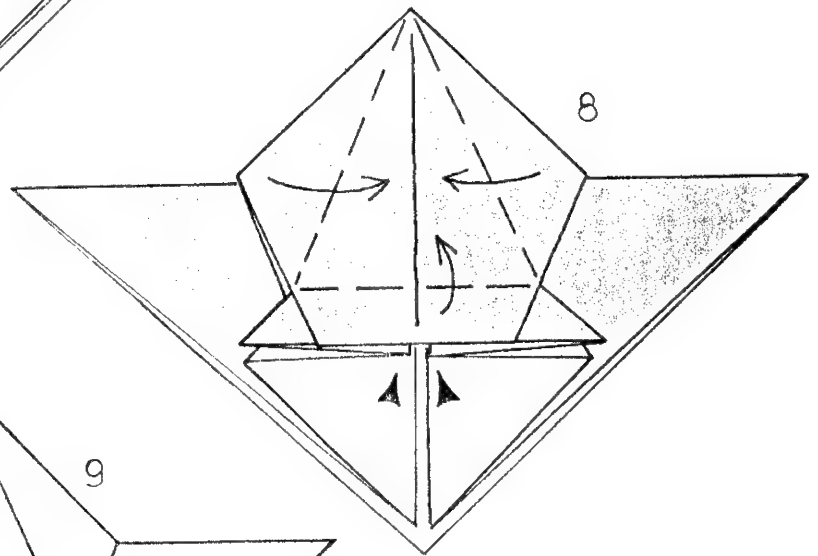
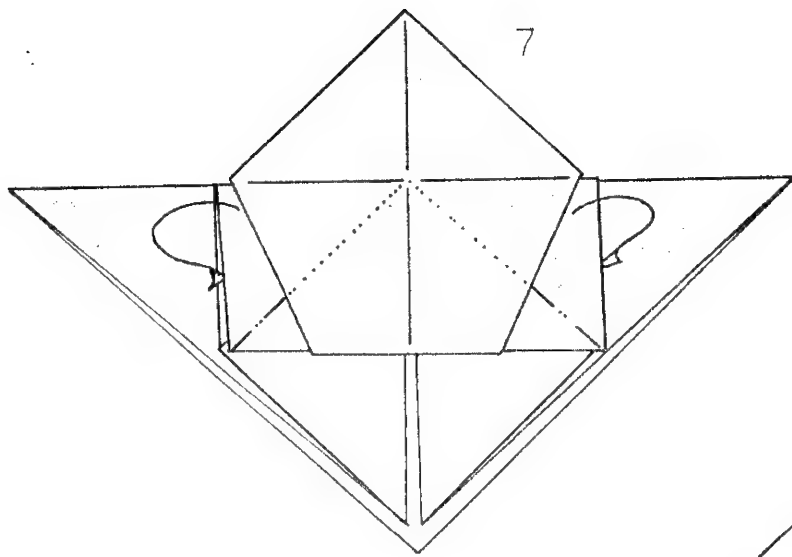
LA MOSCA n. 2

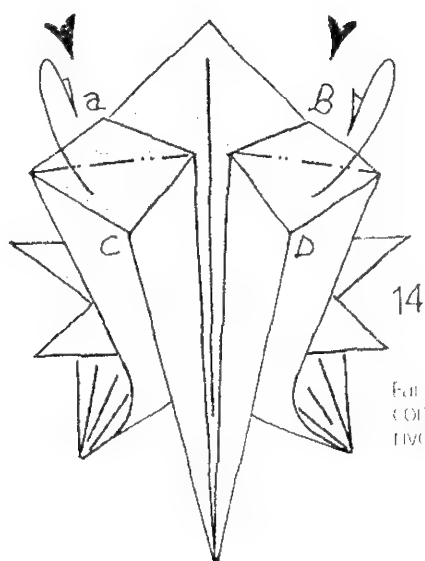
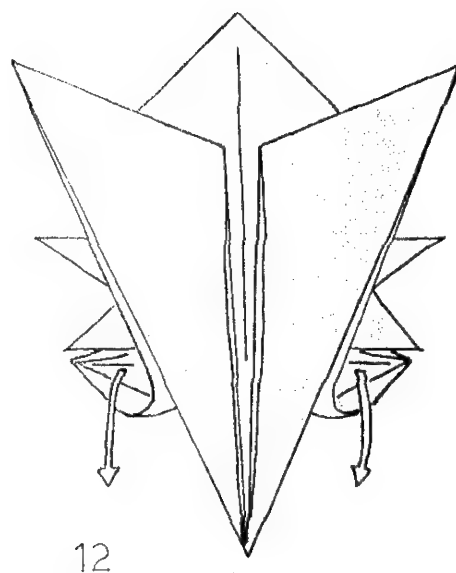
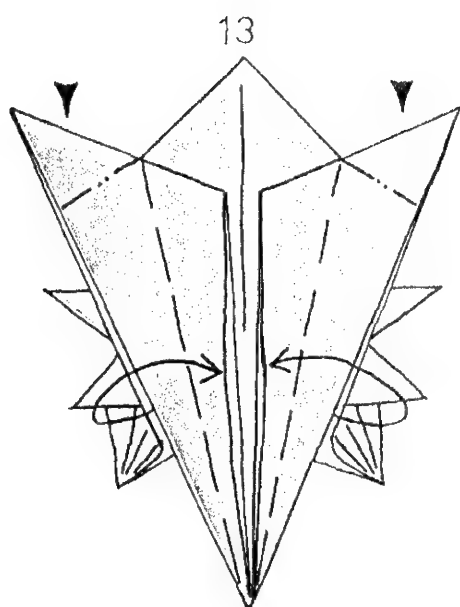
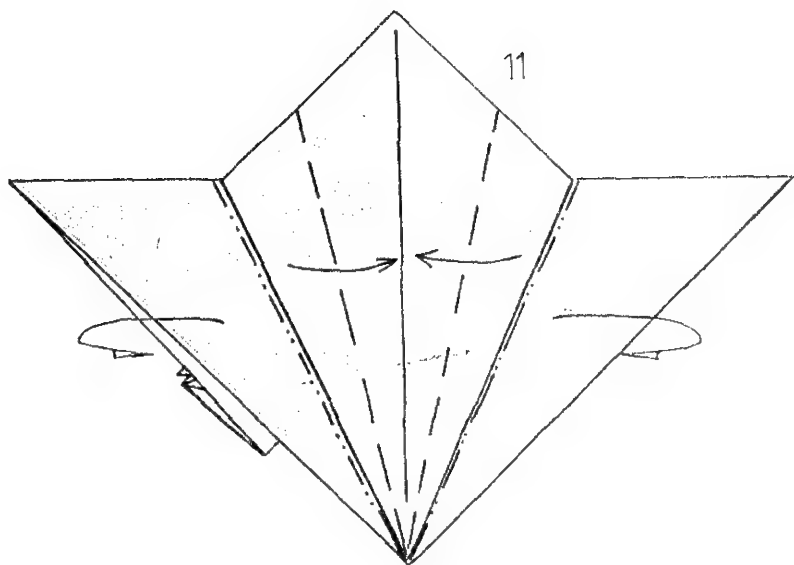


Iniziare dalla fig. 5 del modello precedente

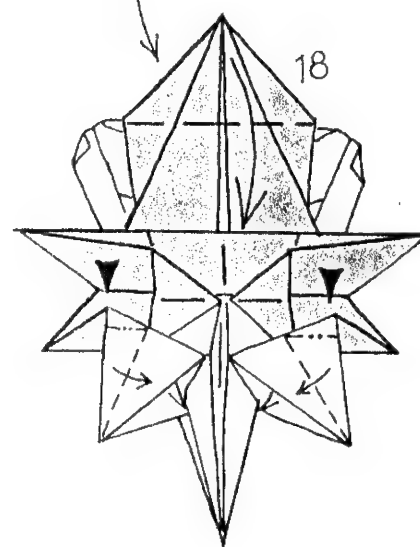
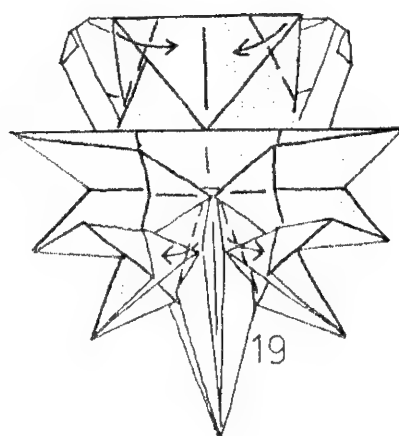
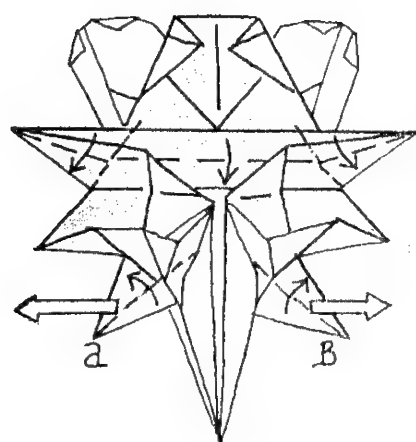
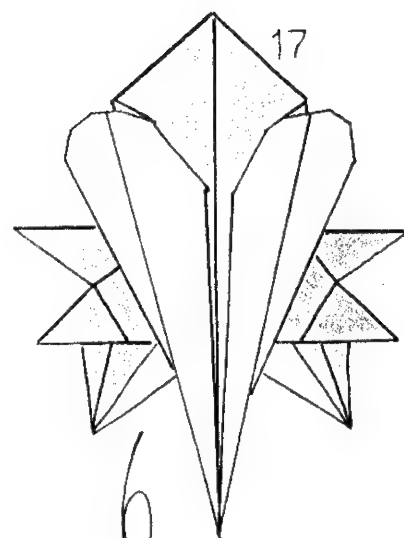
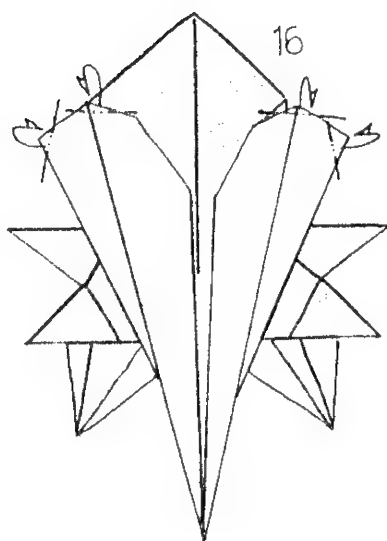
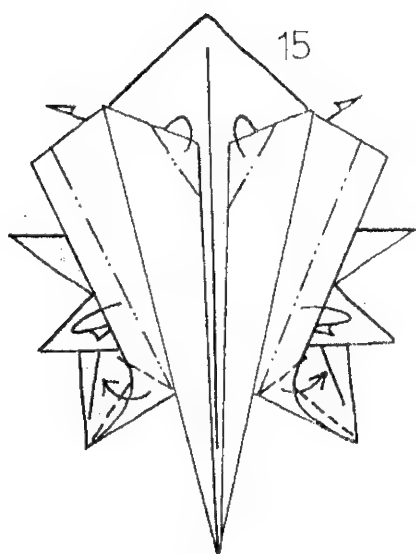






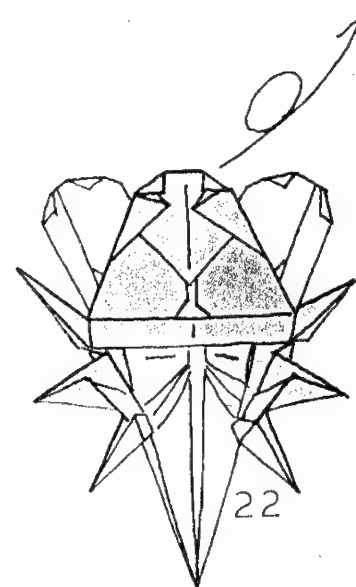
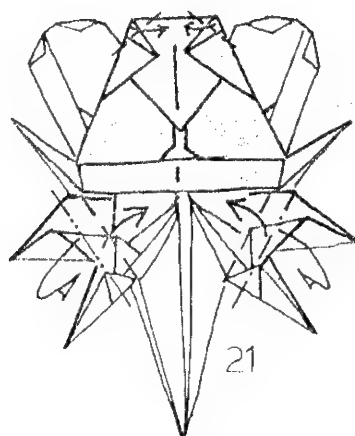


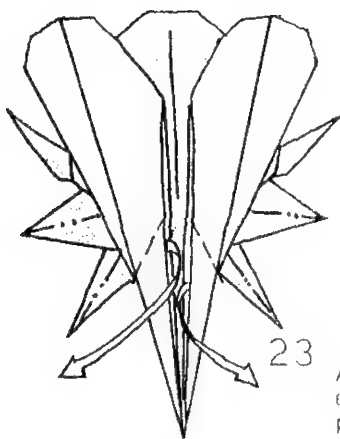
far rientrare (a) e (b),
contemporaneamente
rivoltare (c) e (d)



20

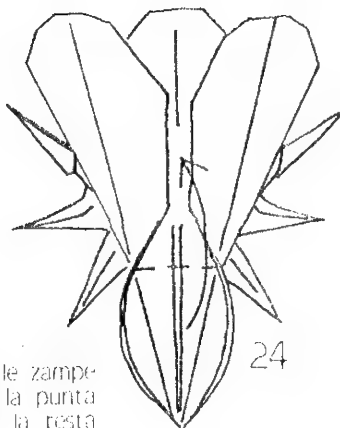
Tirare lateralmente (a) e (b) per
disincastarle, dopo piegare a metà
Assottigliare le zampe posteriori



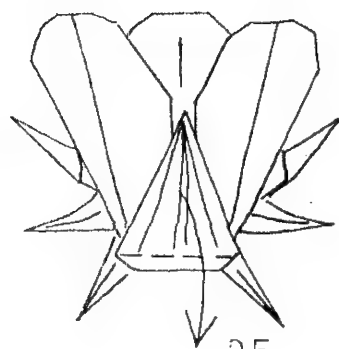


23

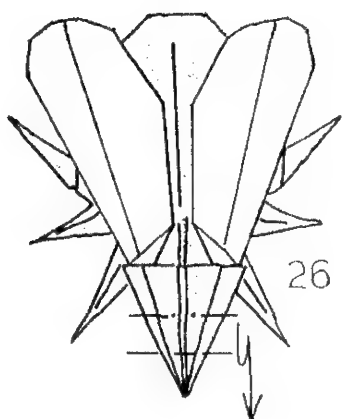
Assottigliare le zampe
ed allargare la punta
per formare la testa



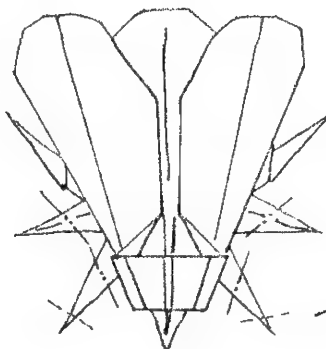
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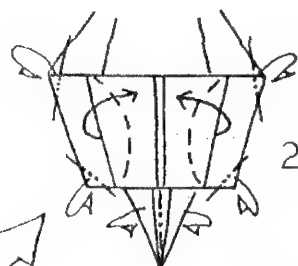
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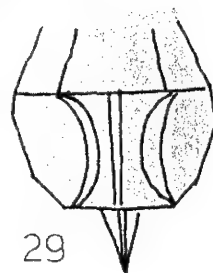
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27



28

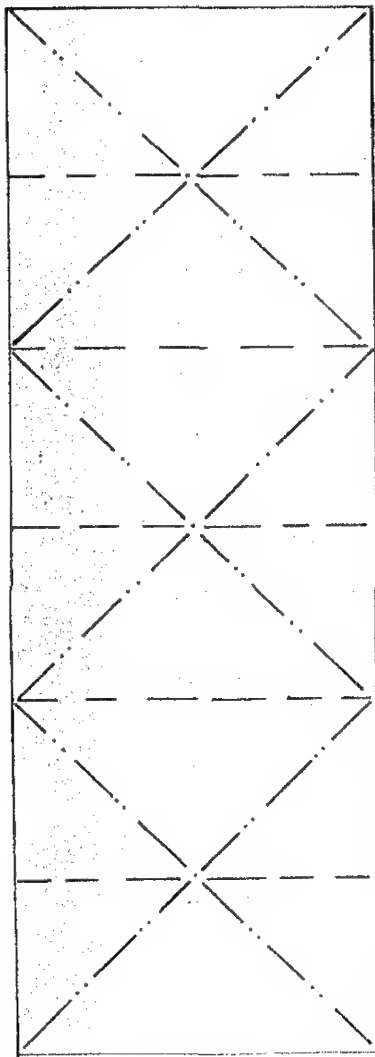


29



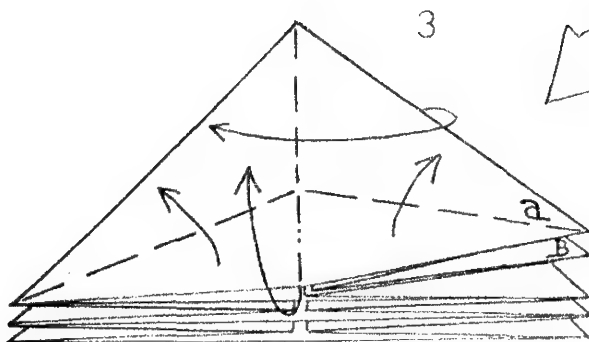
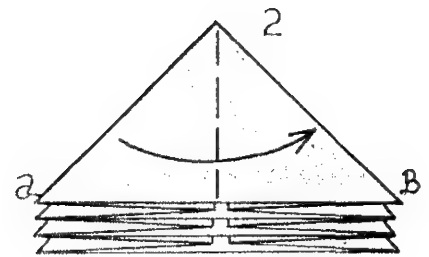
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LA MOSCA n. 3

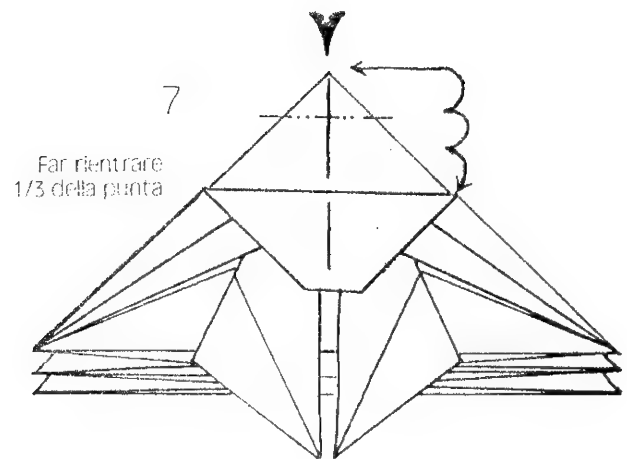
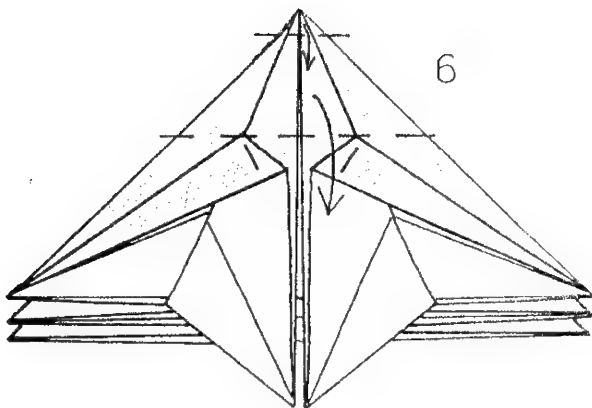
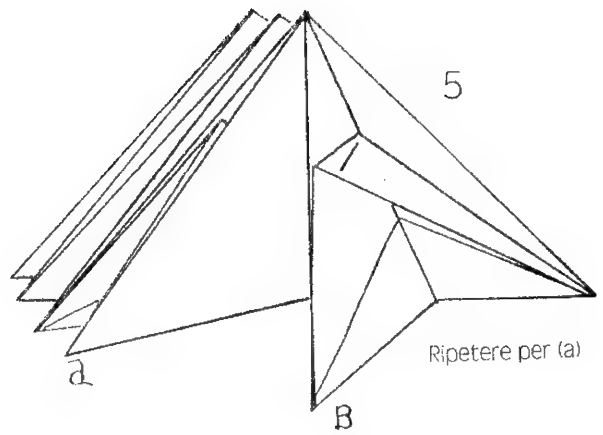
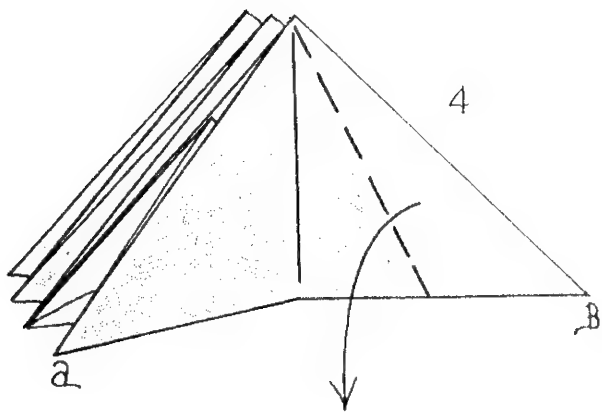


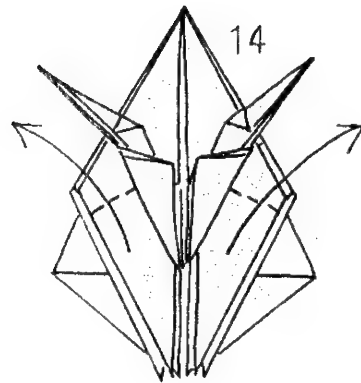
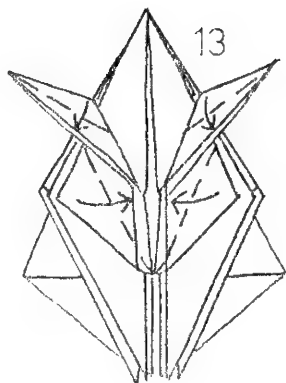
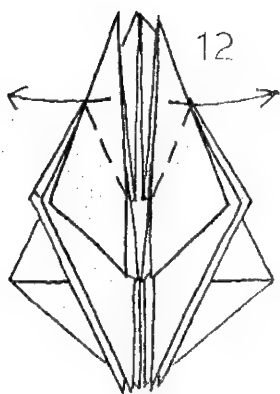
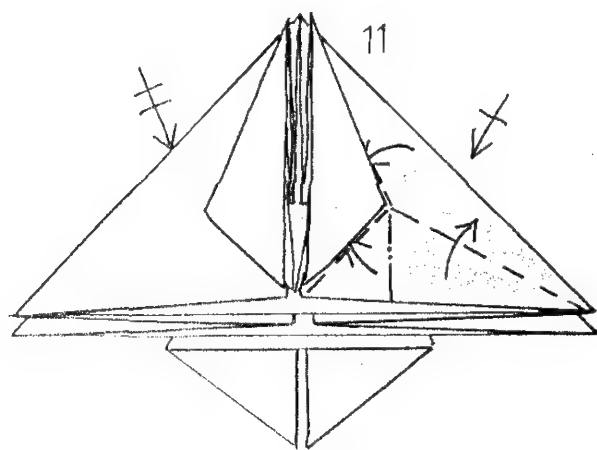
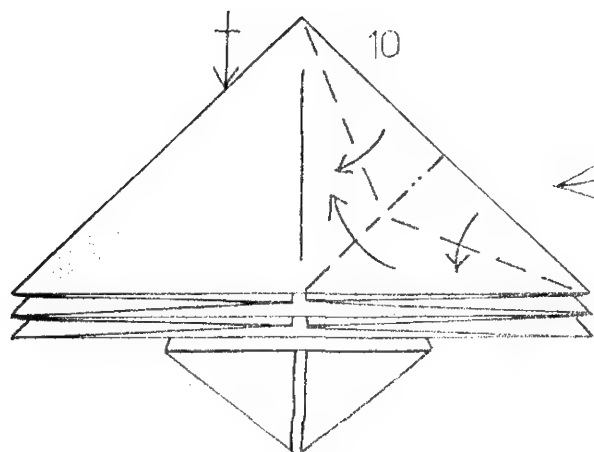
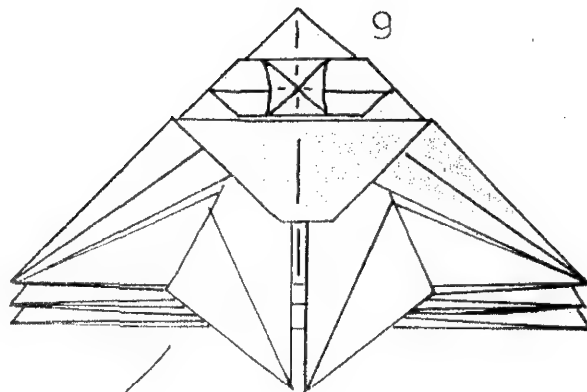
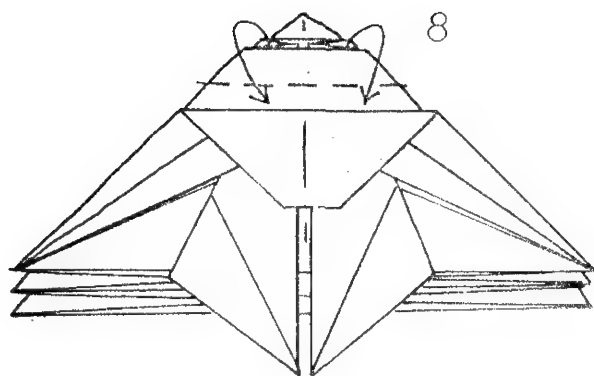
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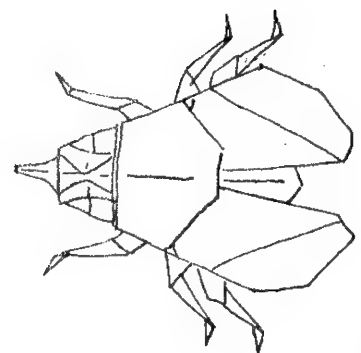
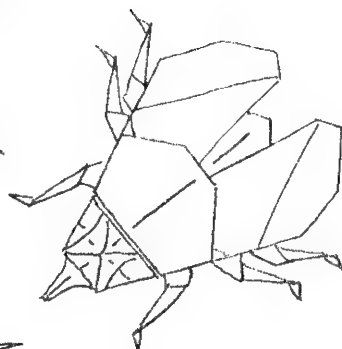
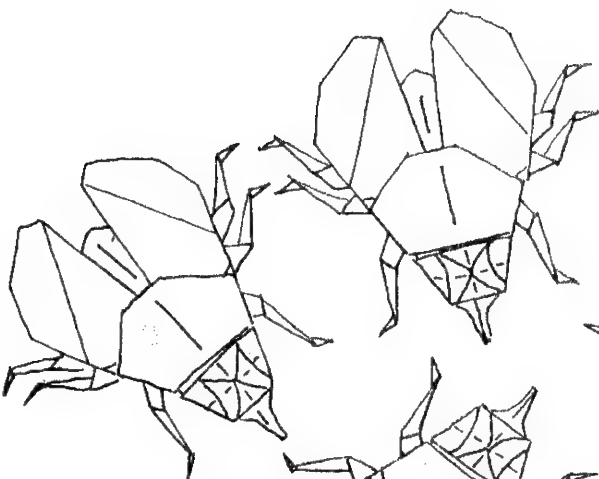
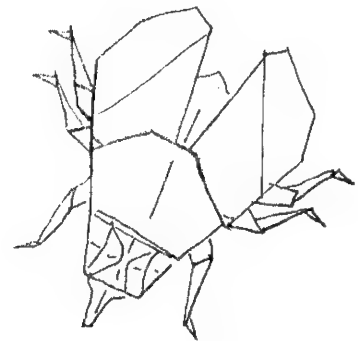
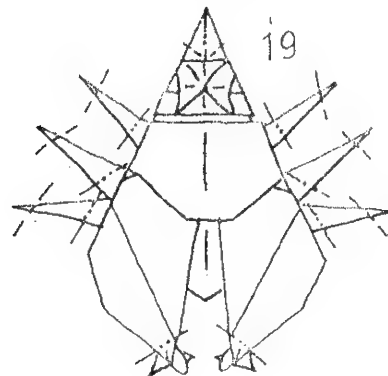
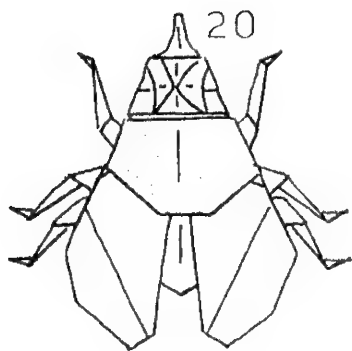
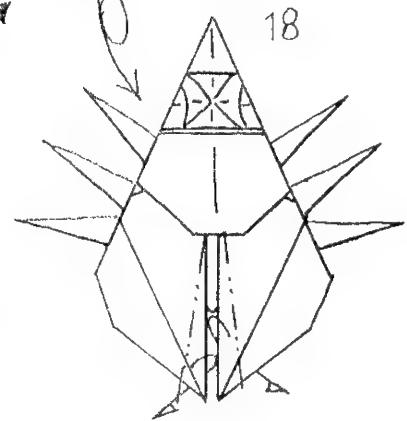
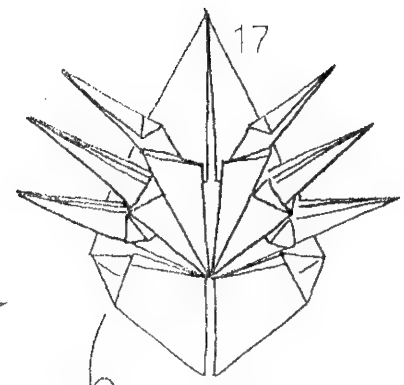
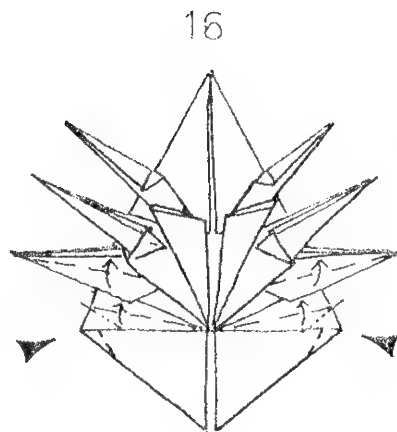
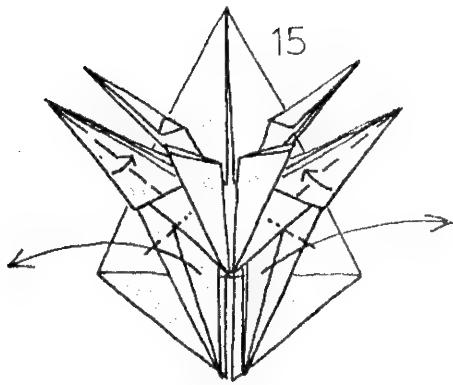
Iniziare con un rettangolo 3x1



Ripartire la punta (a) nella posizione iniziale, contemporaneamente piegare come segnato. Ripetere per (B)

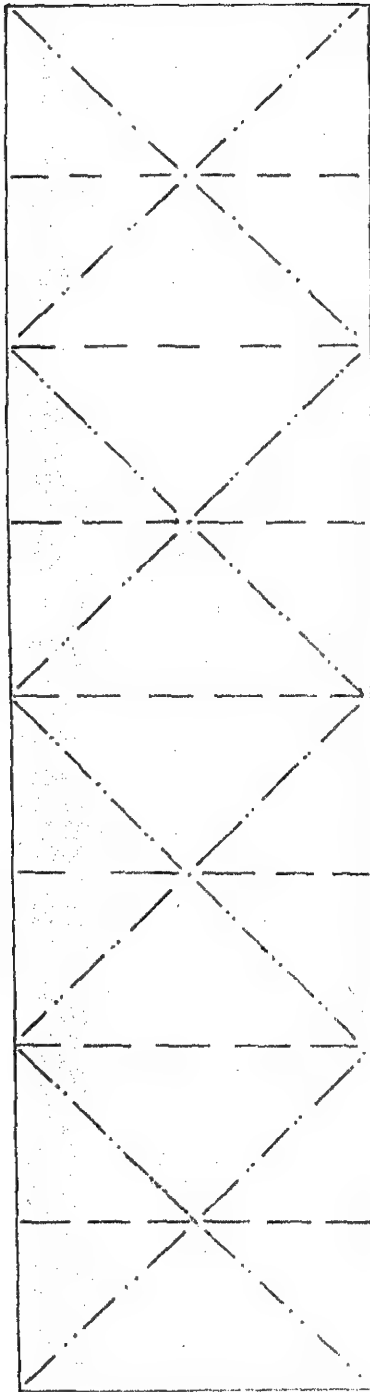






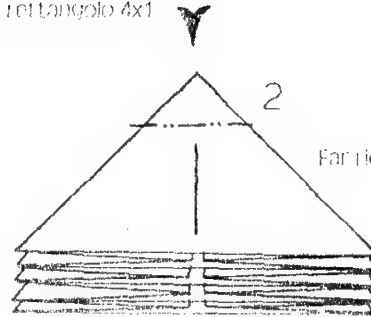
LO SCARAFAGGIO n. 1

12 x 52

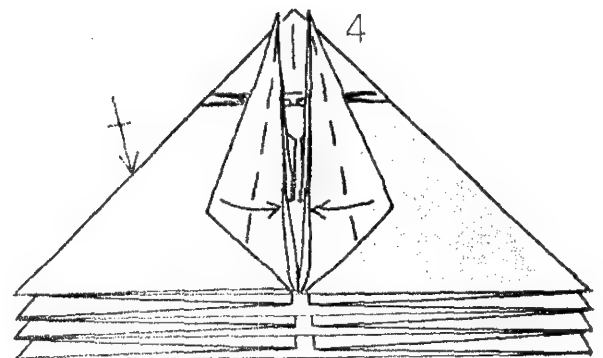
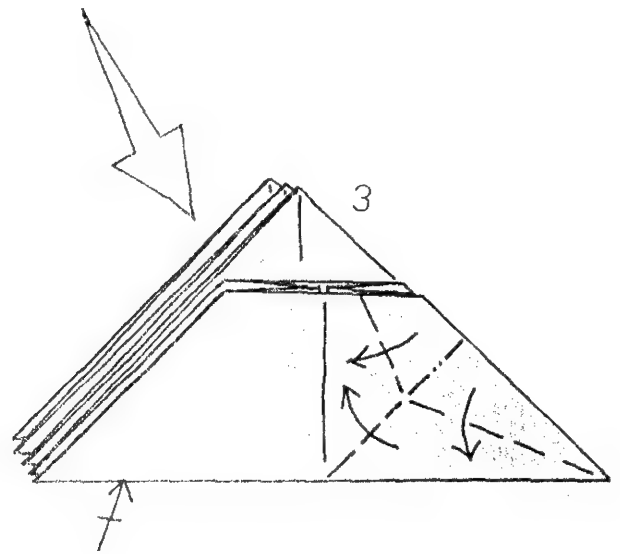


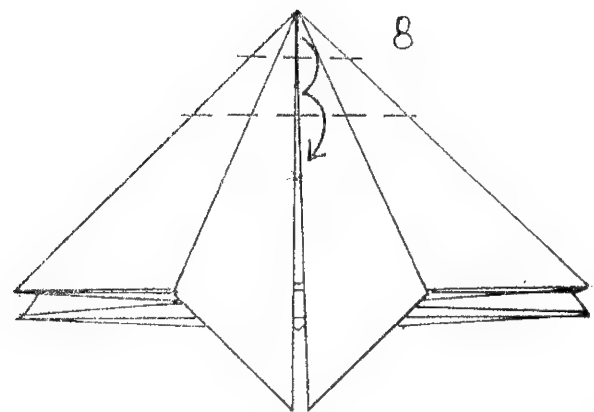
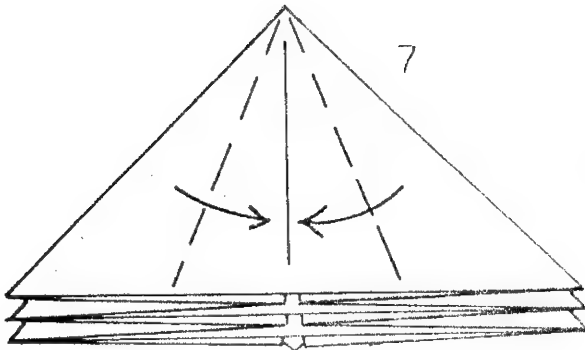
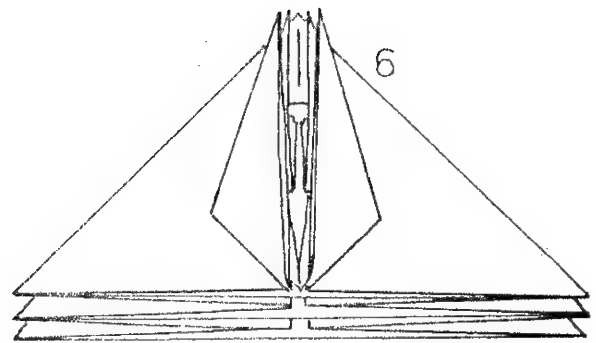
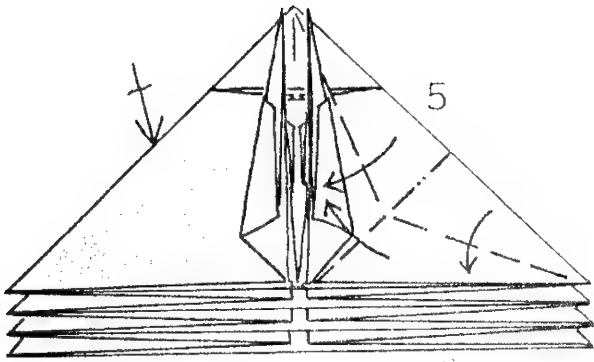
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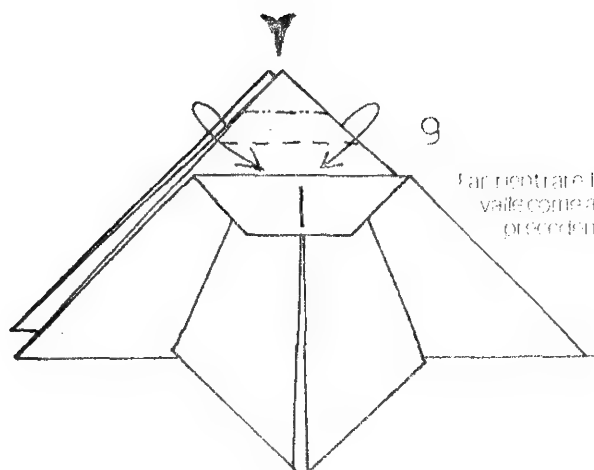
Iniziare con un rettangolo 4x1



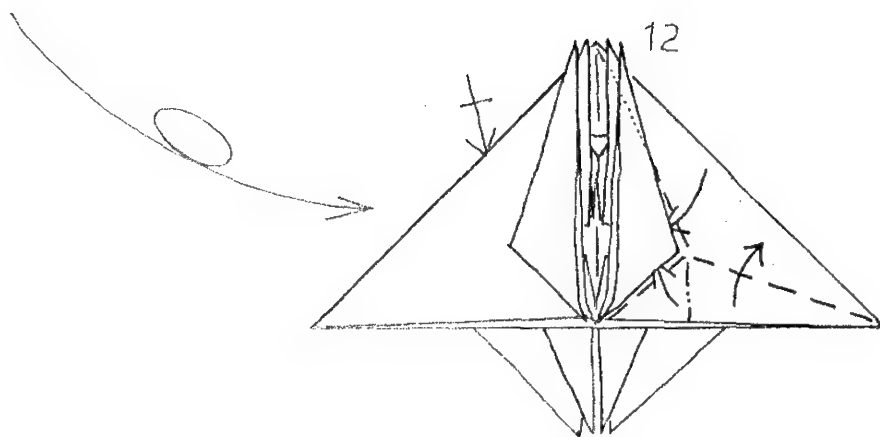
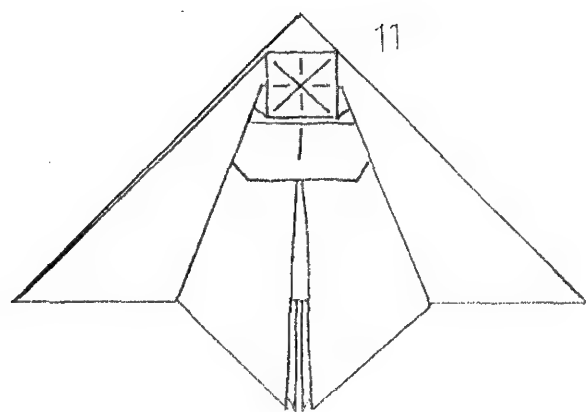
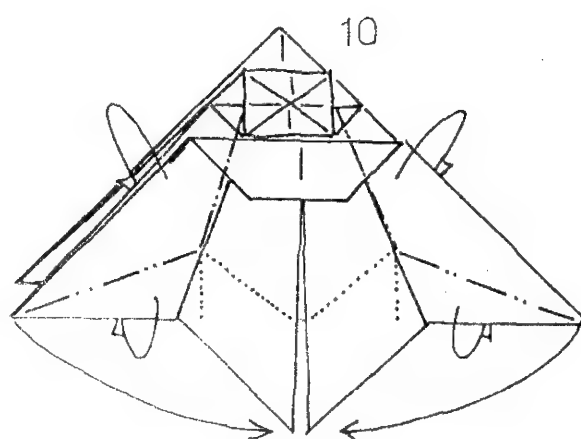
Far rientrare la prima punta di circa 1/4

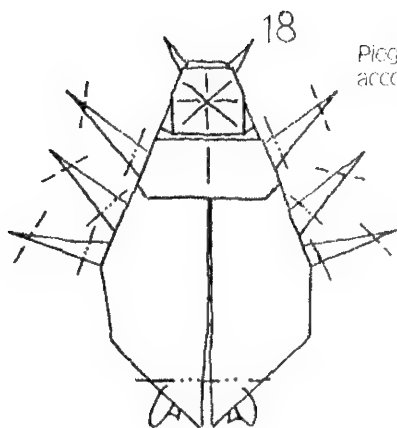
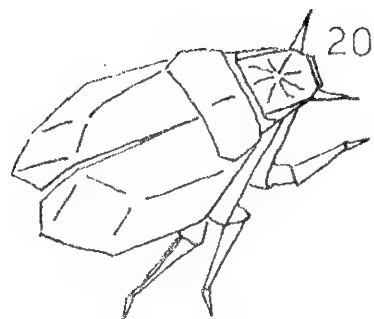
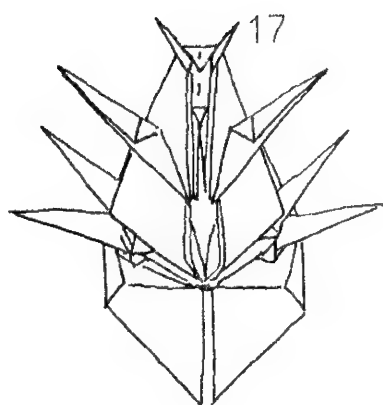
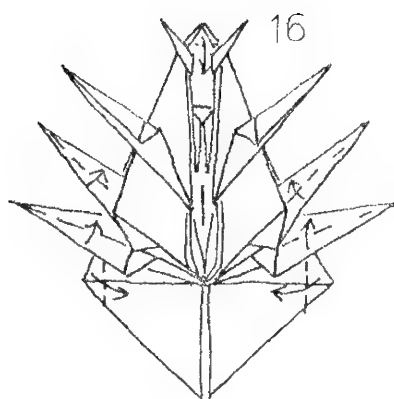
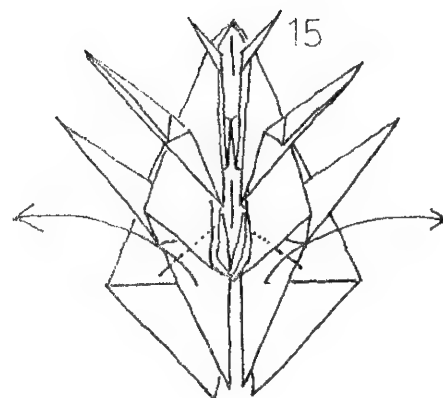
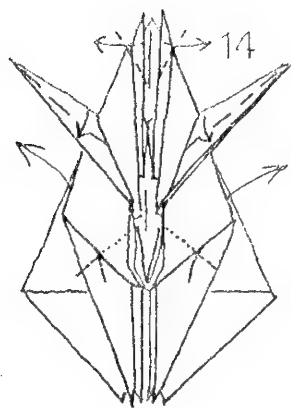
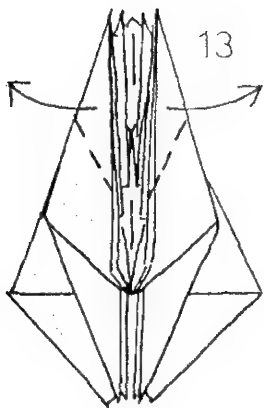




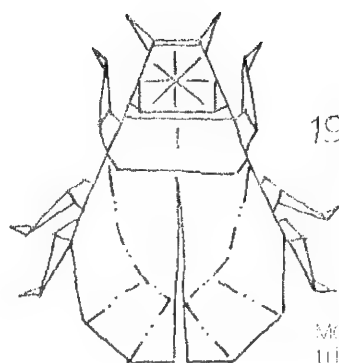


Far rientrare la punta di 1/3 e piegare a valle come ai passaggi 7 e 8 del modello precedente.





Piegare le zampe ed
accordare le elitre

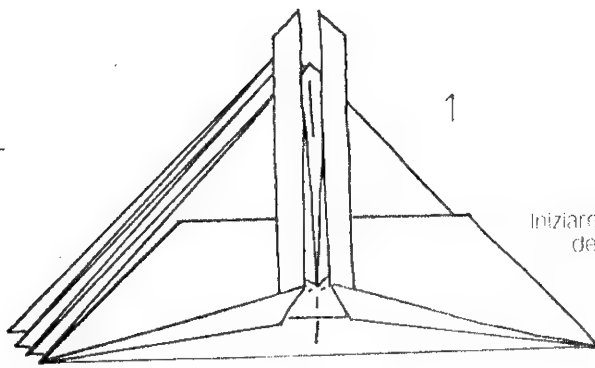


19

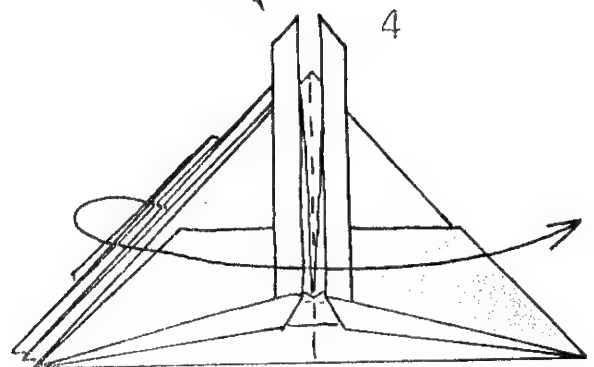
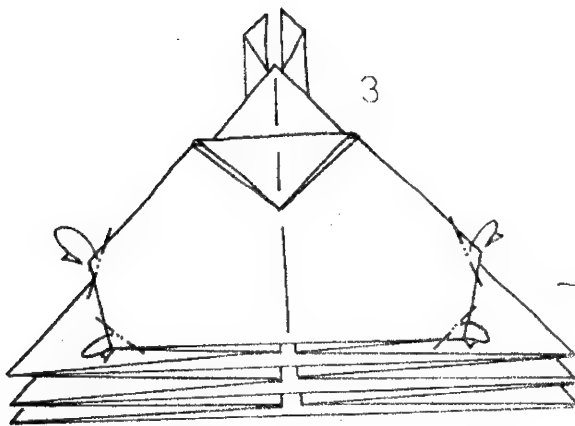
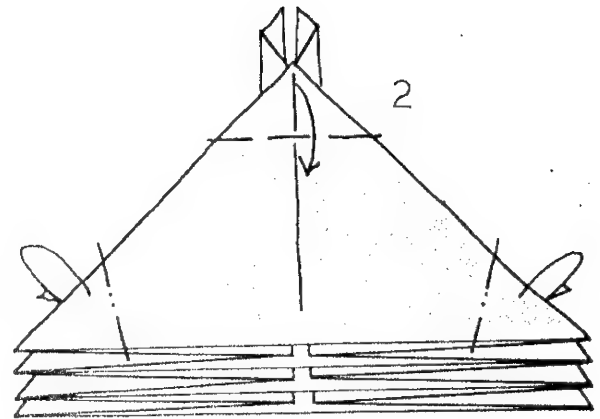
Modellare seguendo le pieghe per dare
tridimensionalità

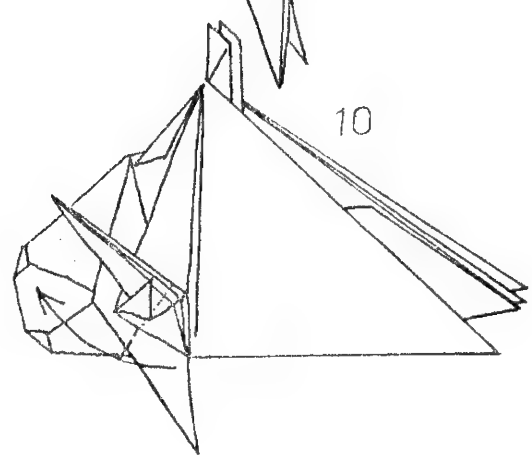
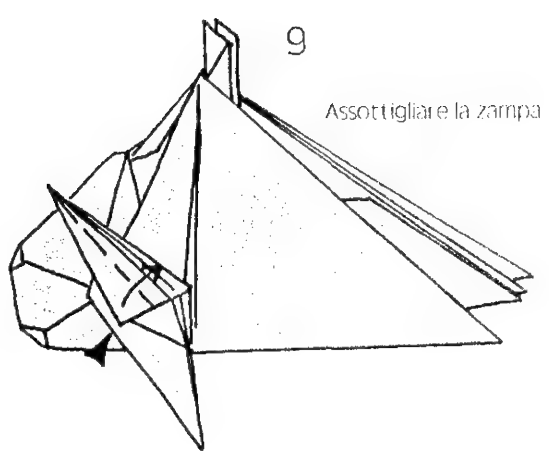
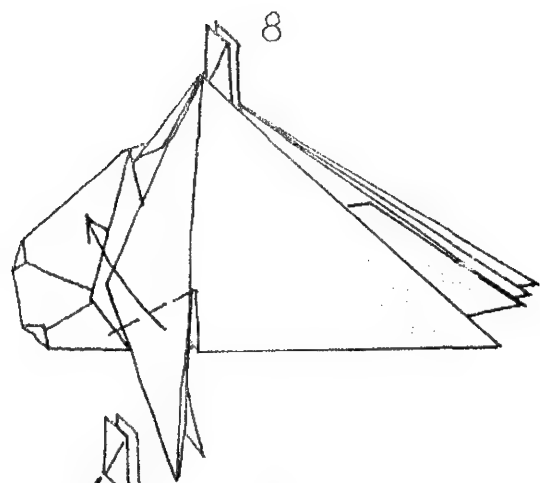
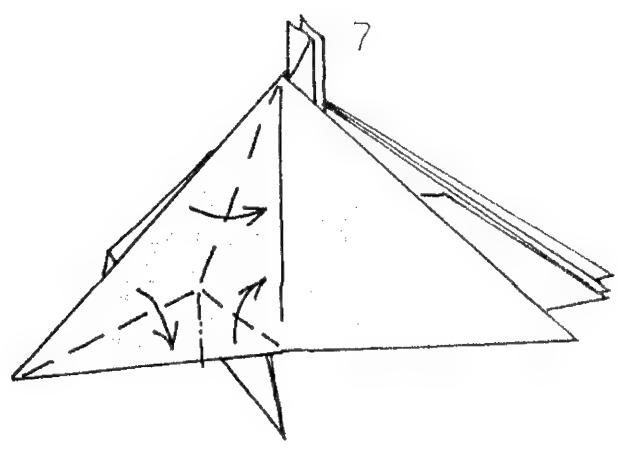
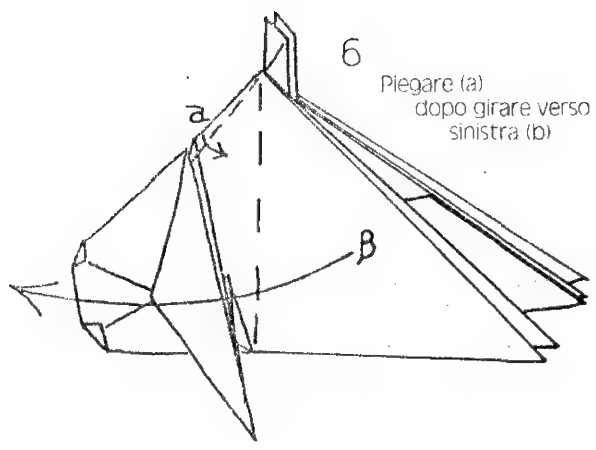
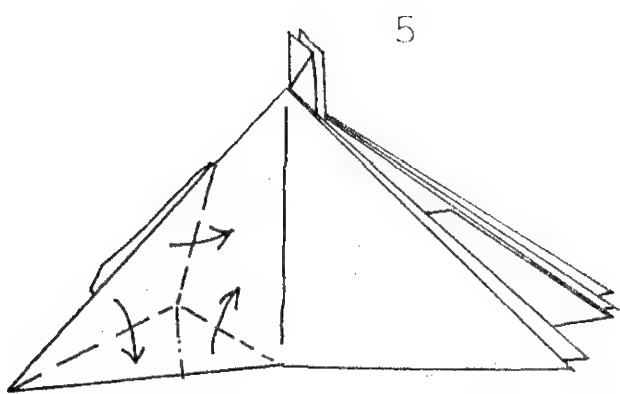
da prima
x1-52

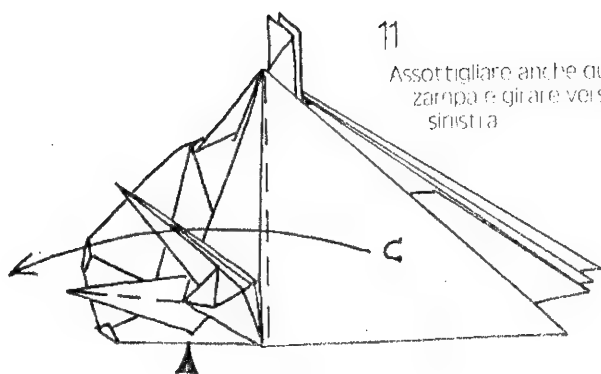
LA FALENA



Iniziare dalla fig. 6
del modello precedente

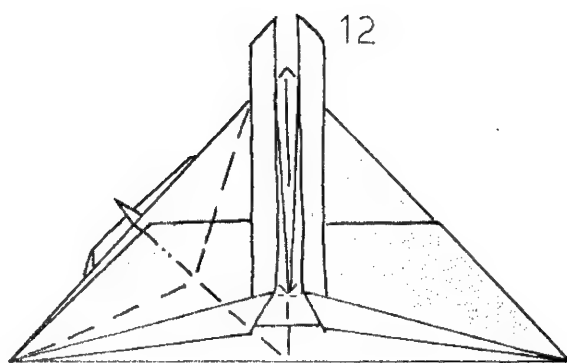




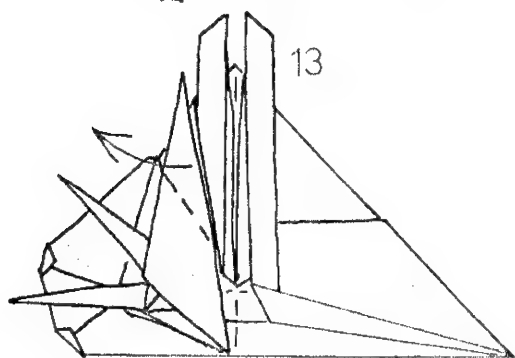


11

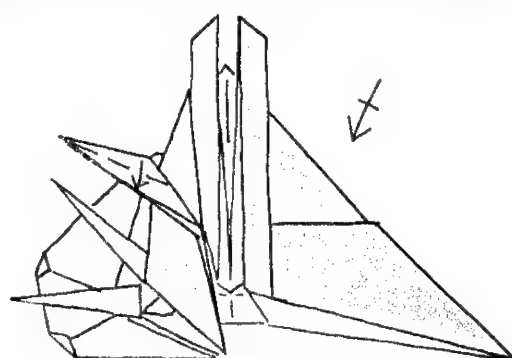
Assotigliare anche questa
zampa e girare verso
sinistra



12

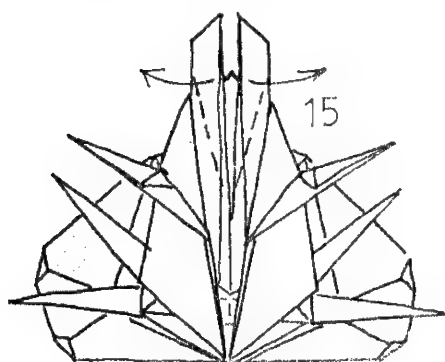


13

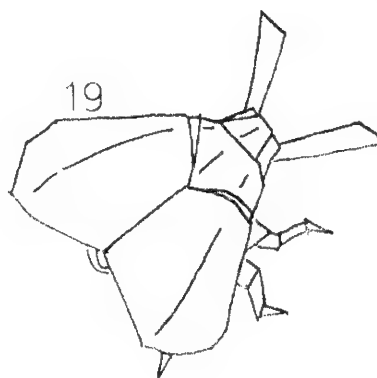


14

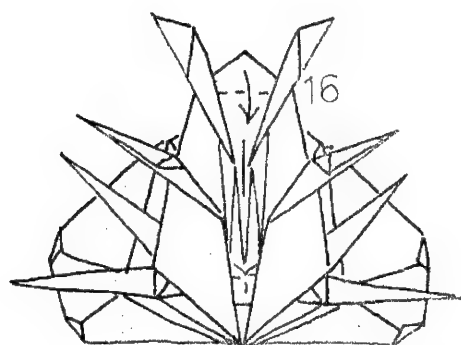
Assotigliare anche questa zampa,
dopo ripetere tutto per l'altro lato



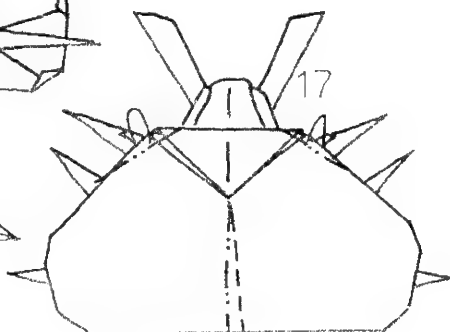
15



19



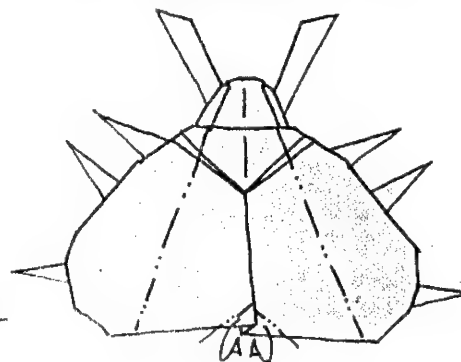
16



17

18

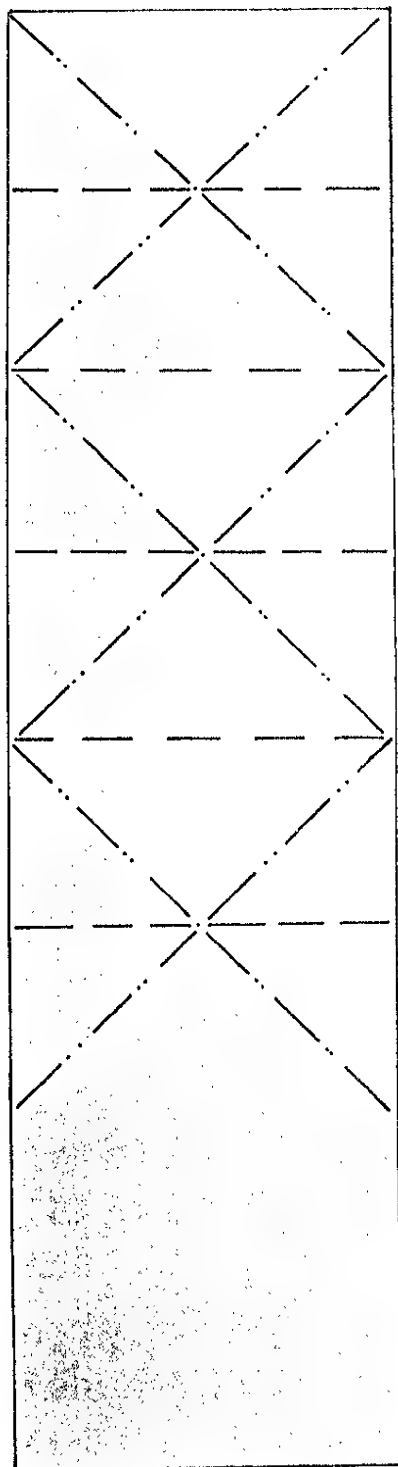
Modellare la figura arrotondando
le ali e piegare le zampe così come si è
fatto per gli altri insetti



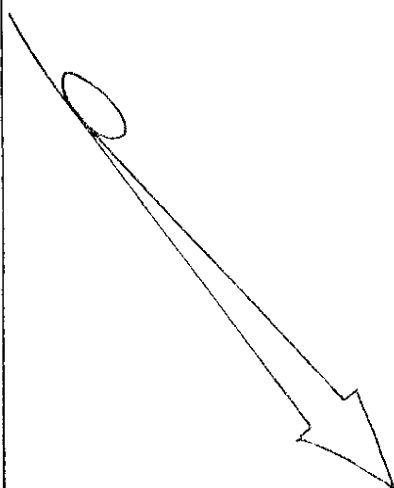
LA FORFICULA

100 - 57

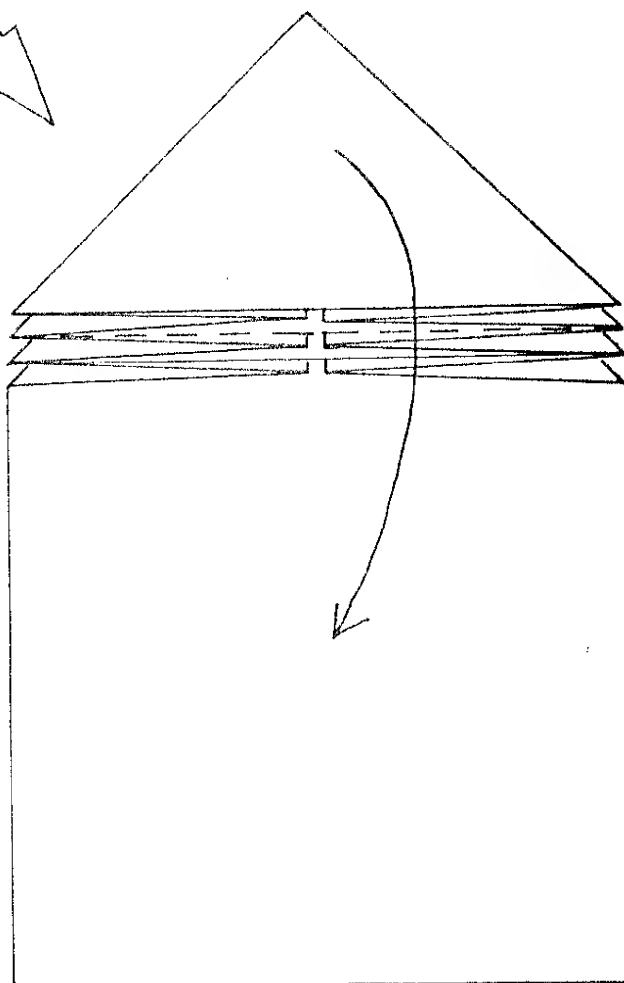
1

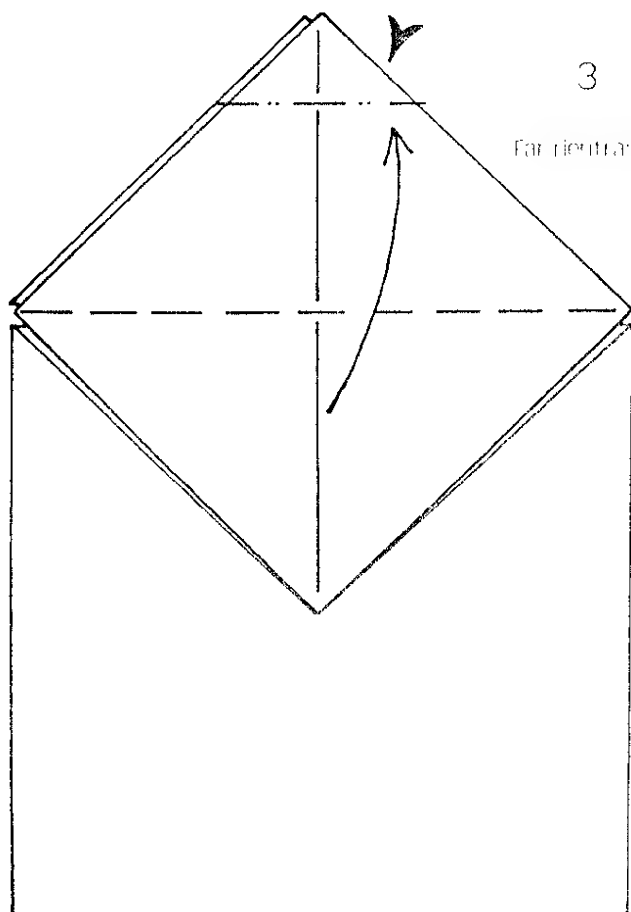


Iniziare con un rettangolo 4x1. Piegare come segnato e voltare la figura.



2



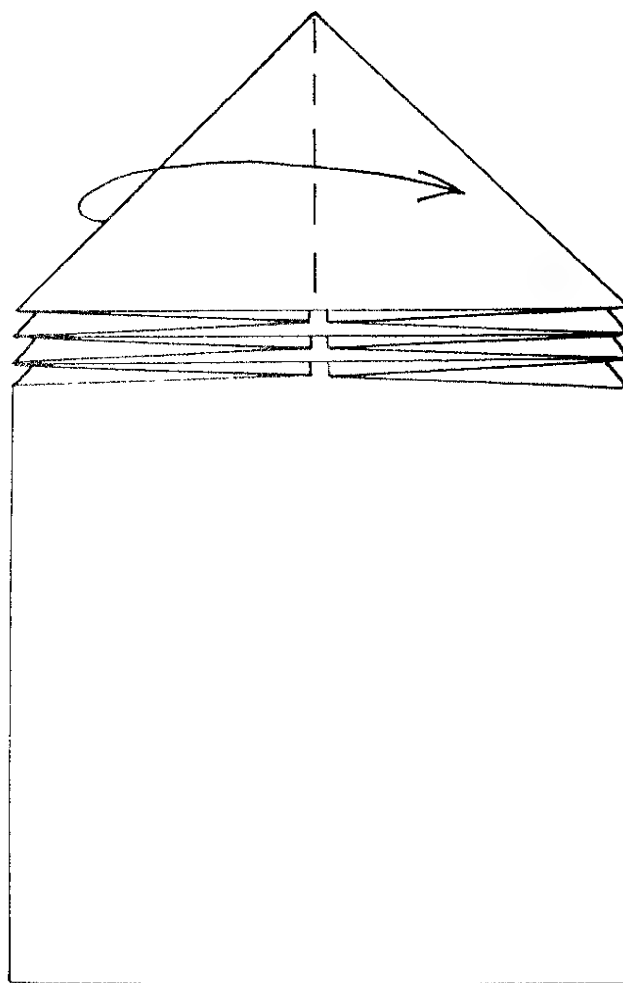


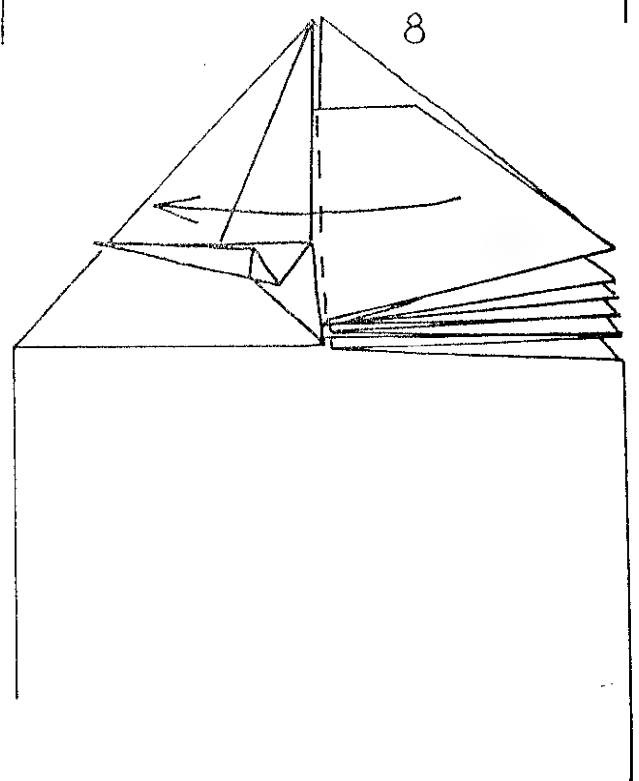
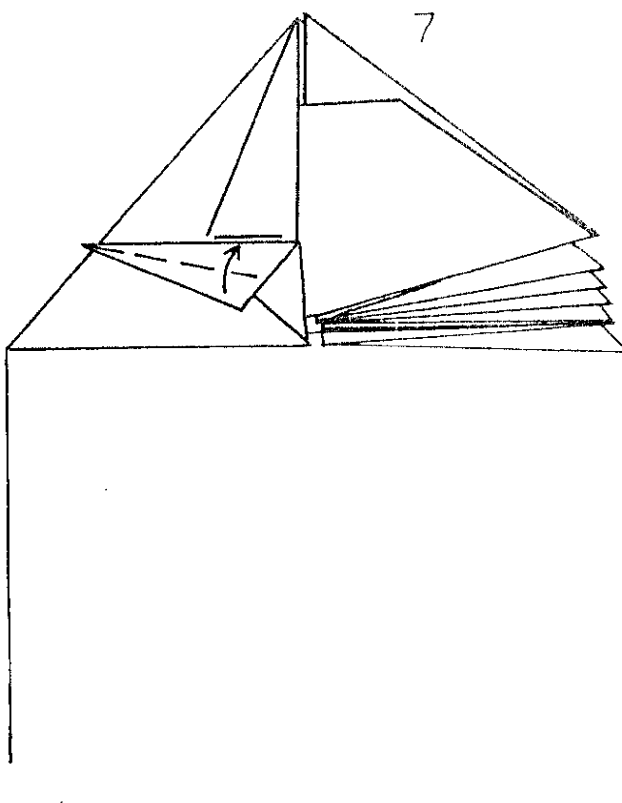
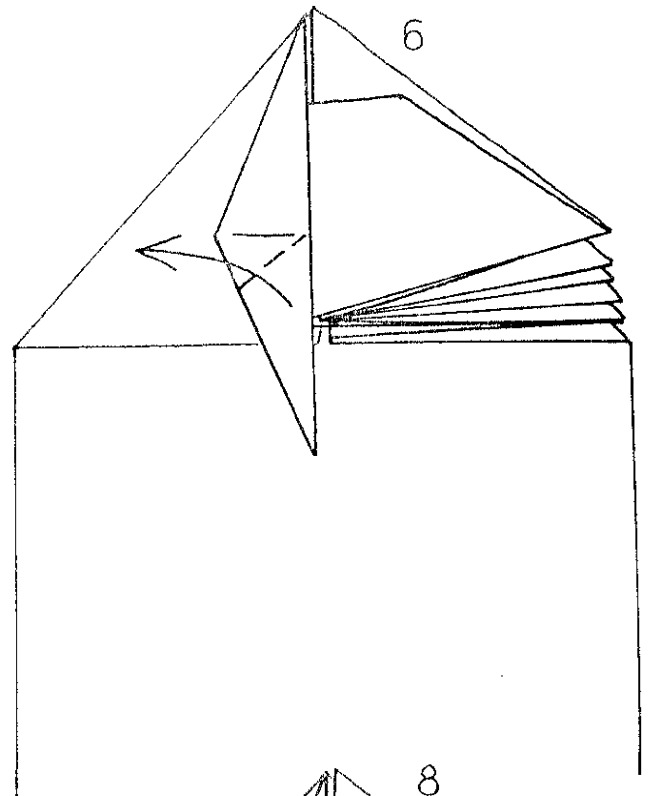
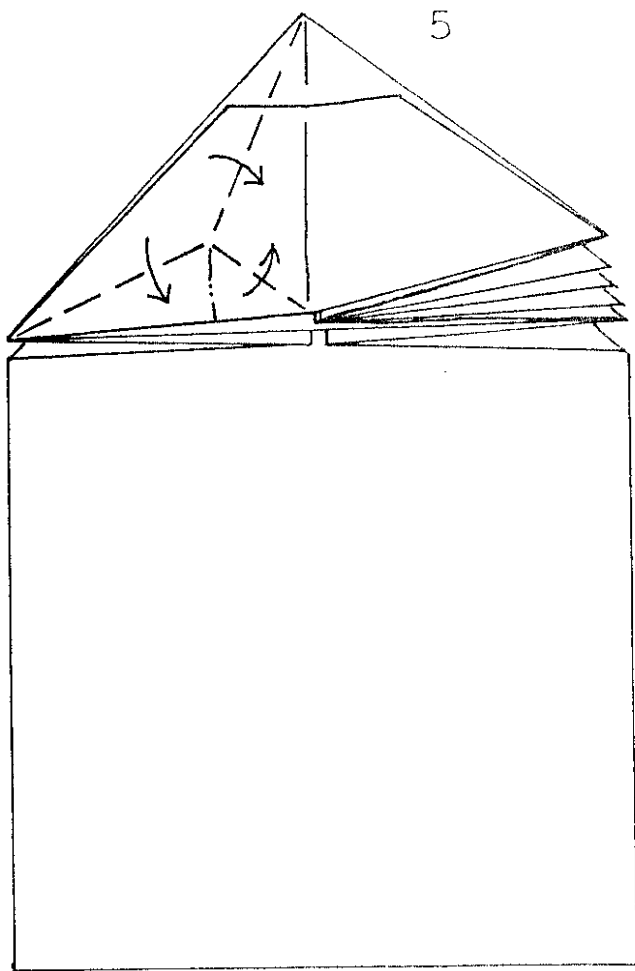
3

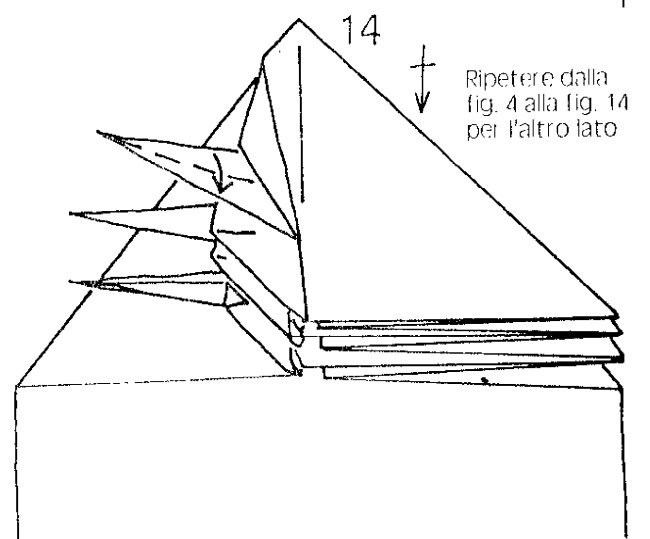
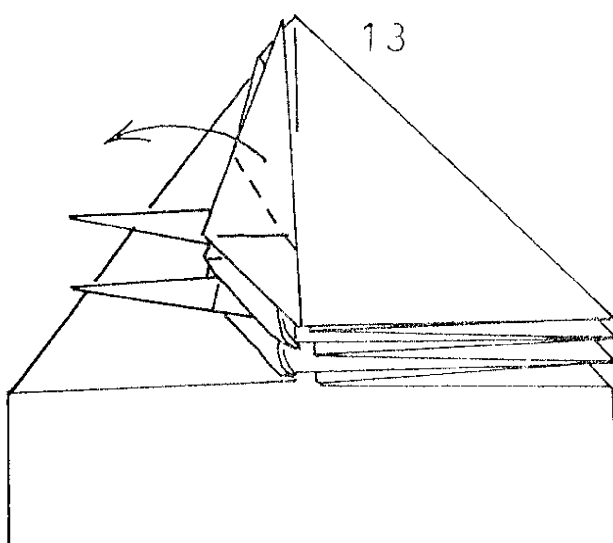
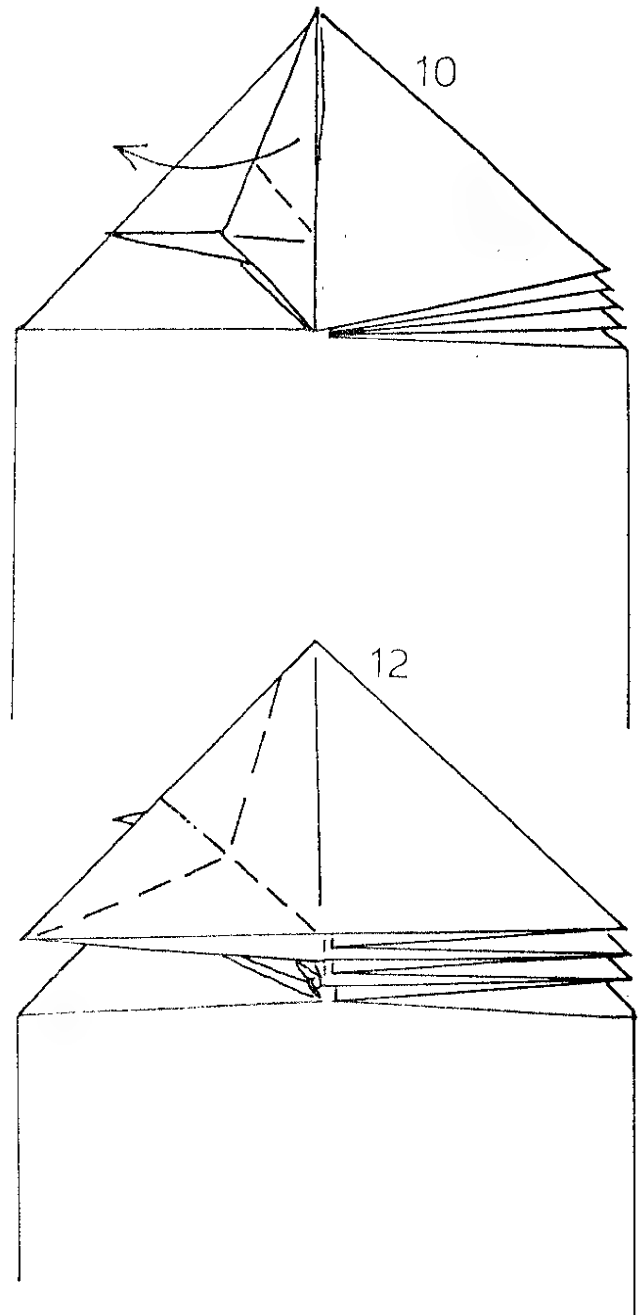
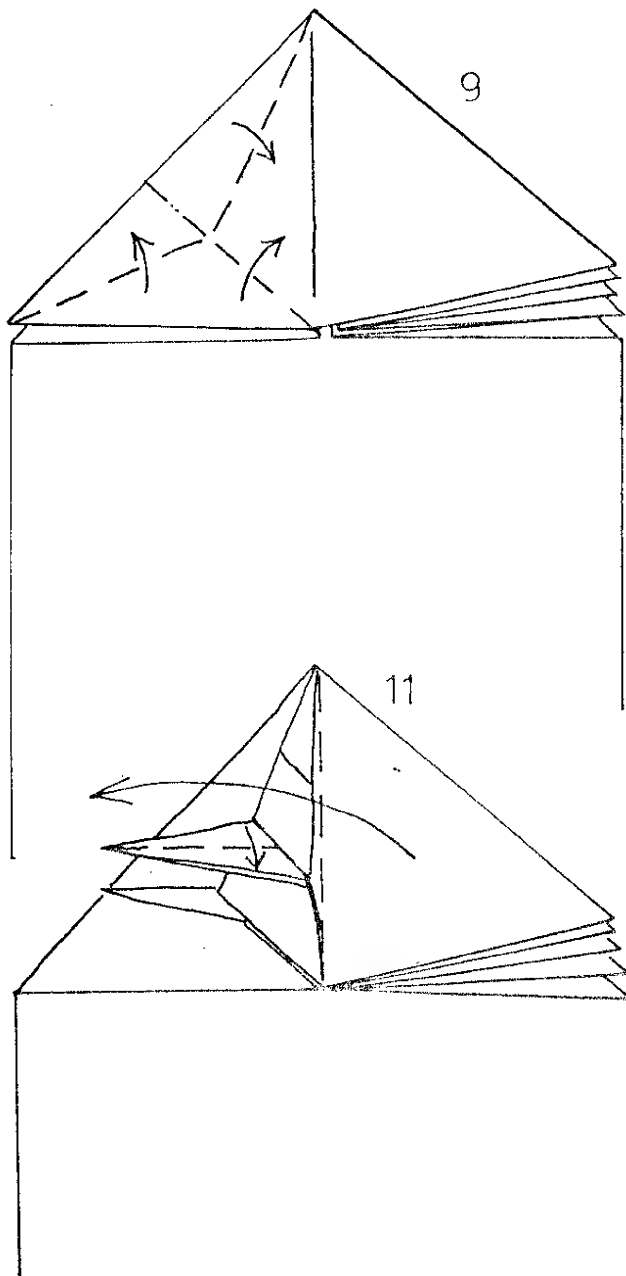
Fare rientrare la punta e rialzare quella in basso

4

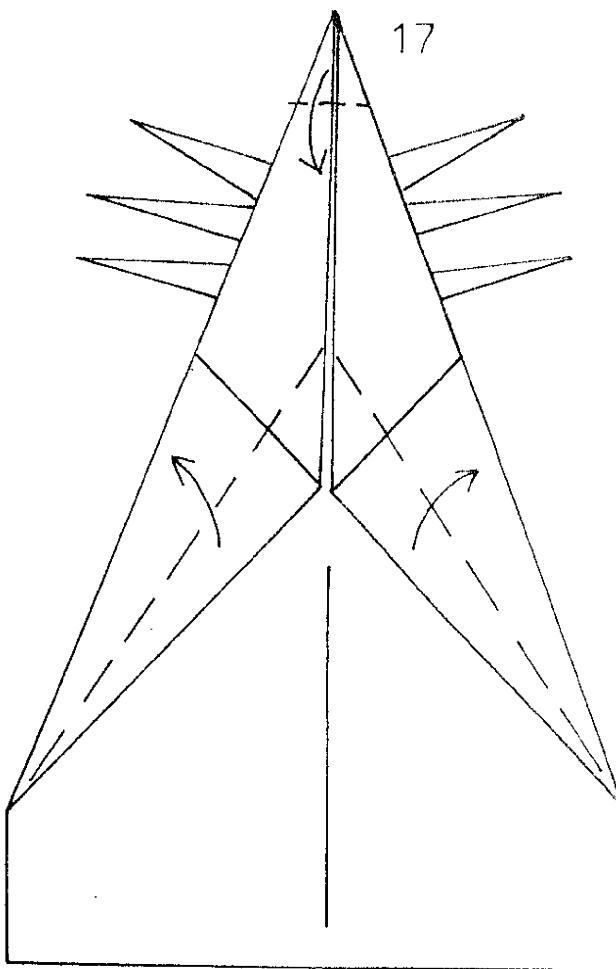
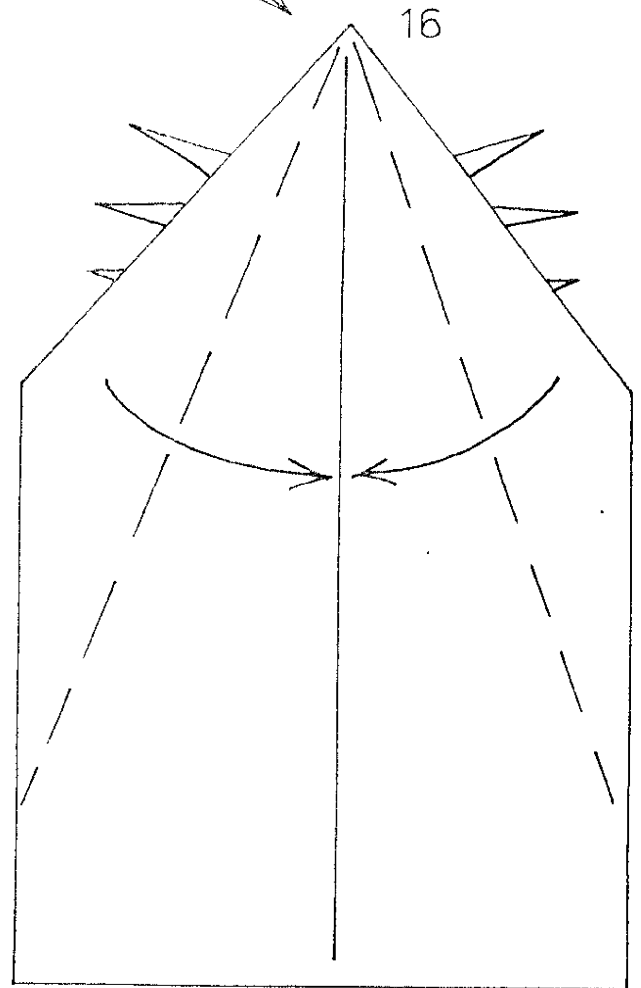
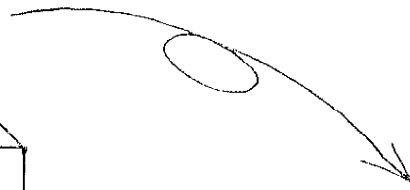
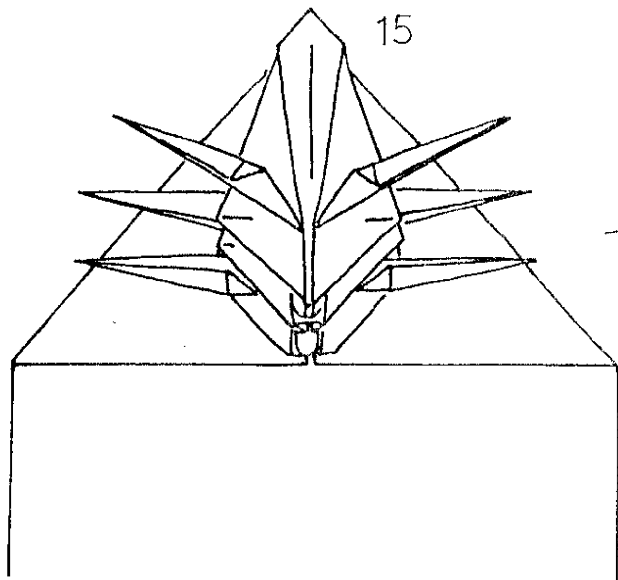
Girare a libro verso destra
le prime due alette

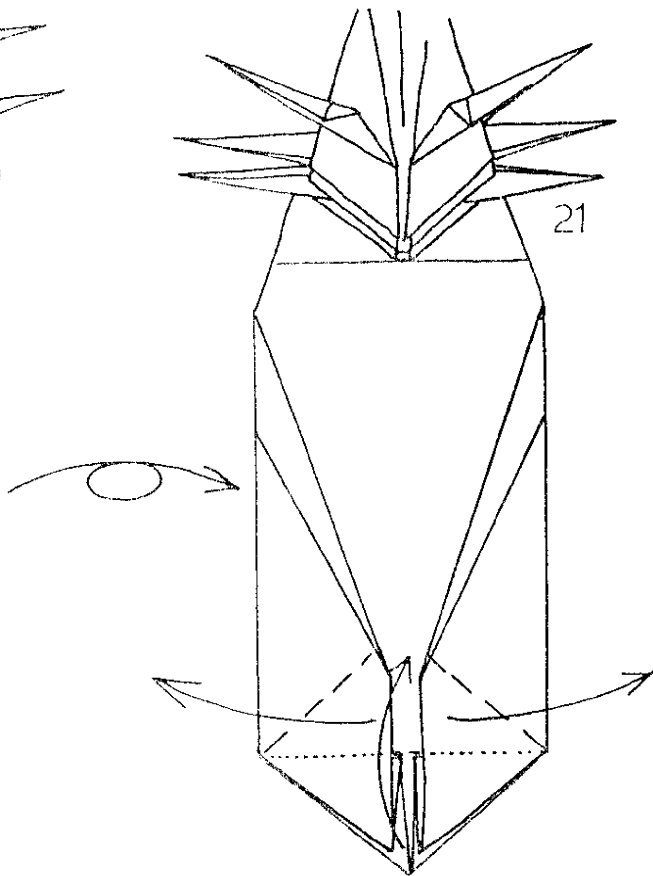
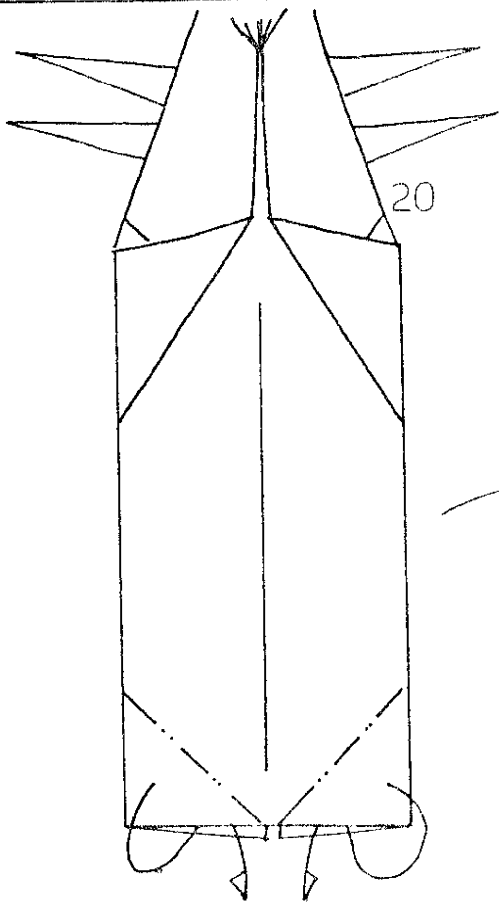
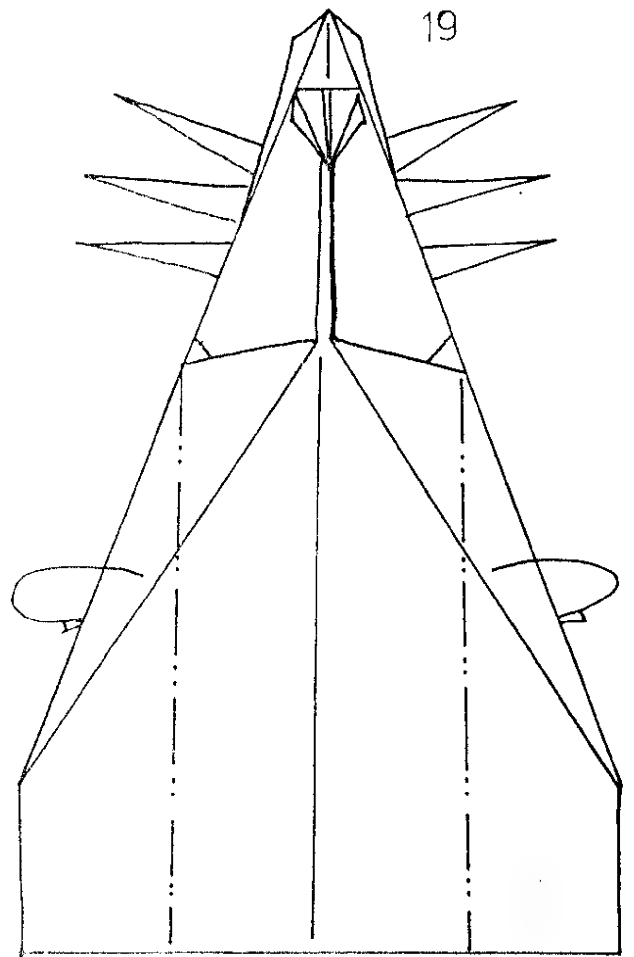
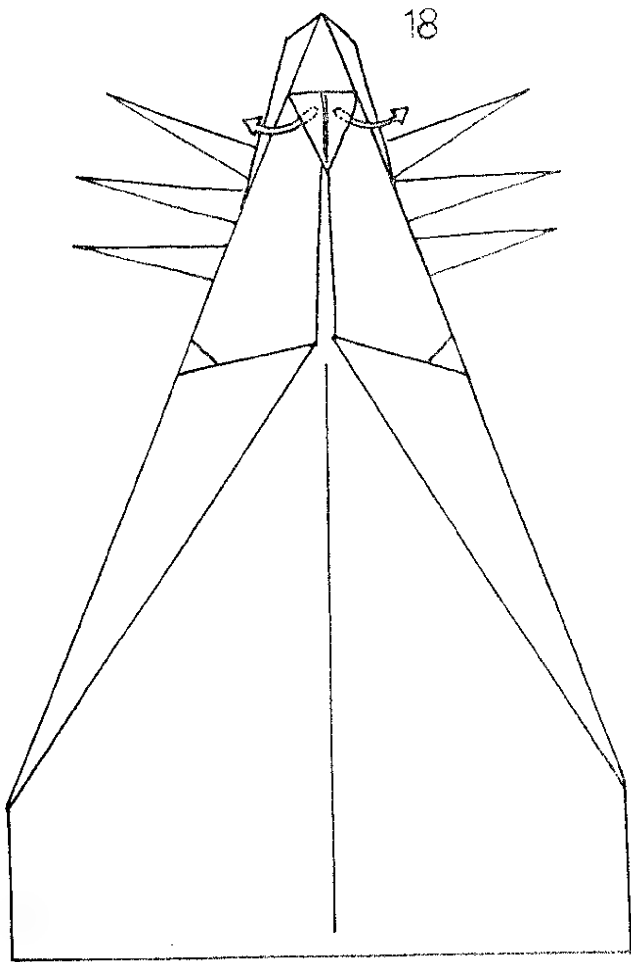


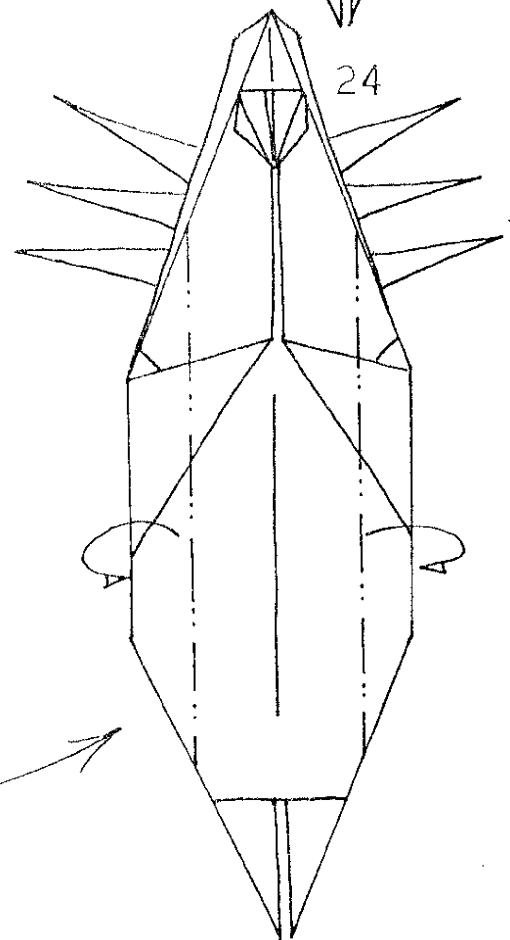
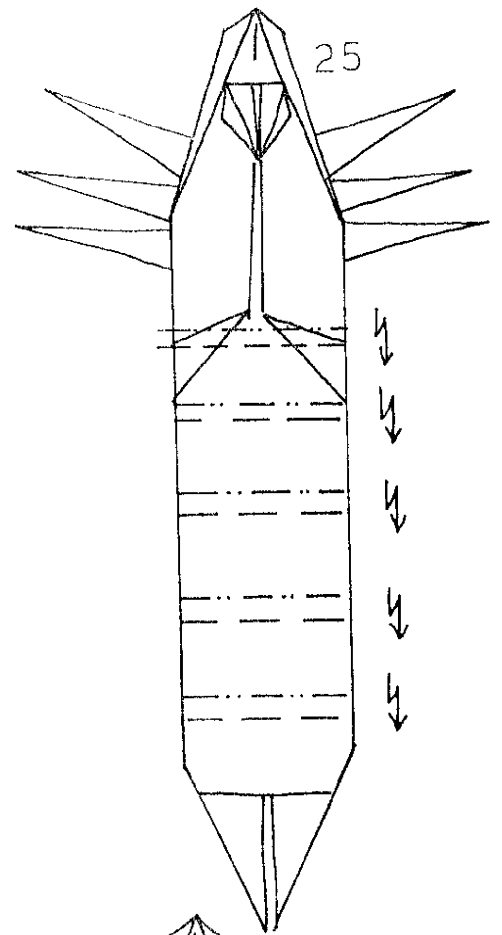
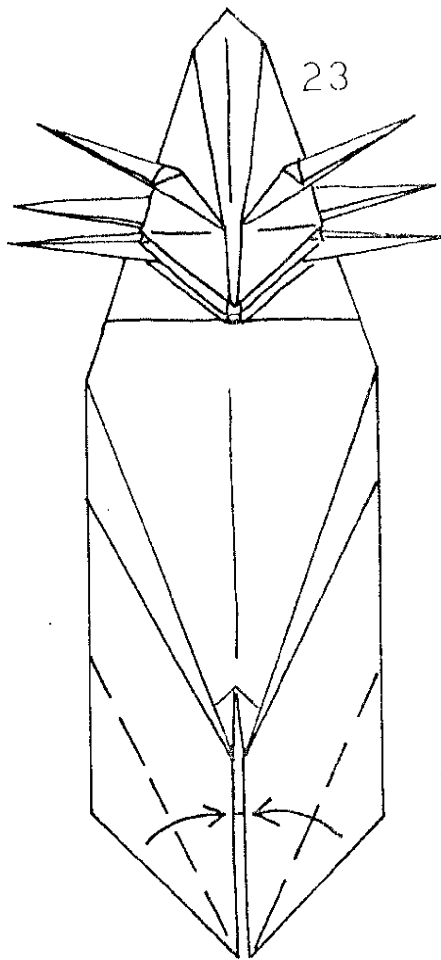
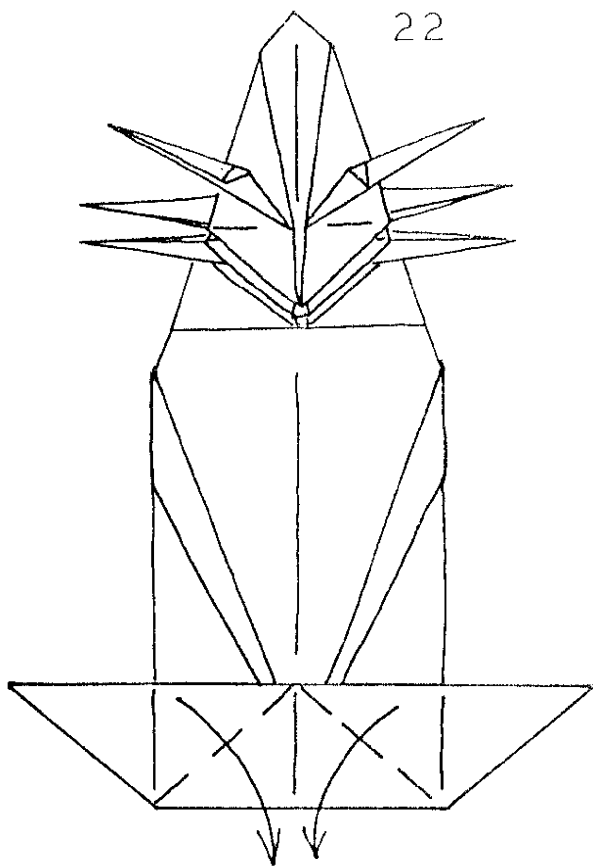


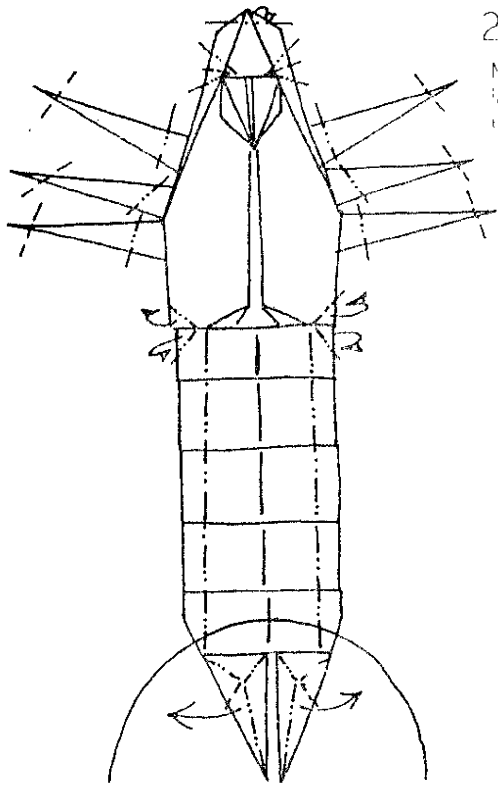


Ripetere dalla
fig. 4 alla fig. 14
per l'altro lato



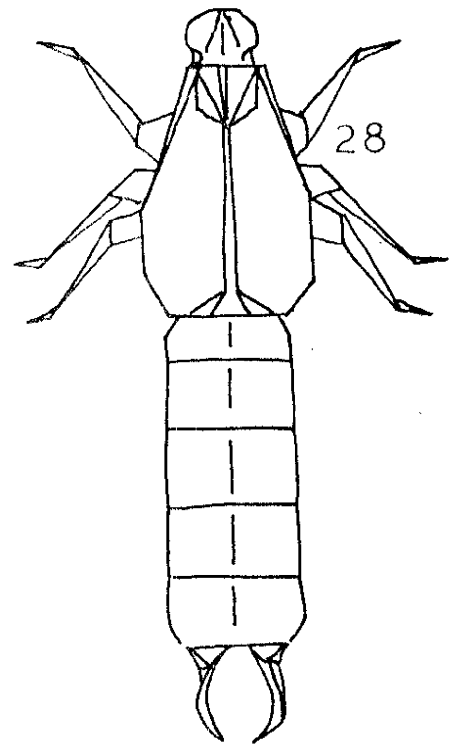




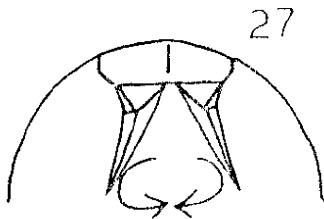


26

Modello a pezzi per il pupa,
la testa, le zampe, il corpo
e la coda formata.

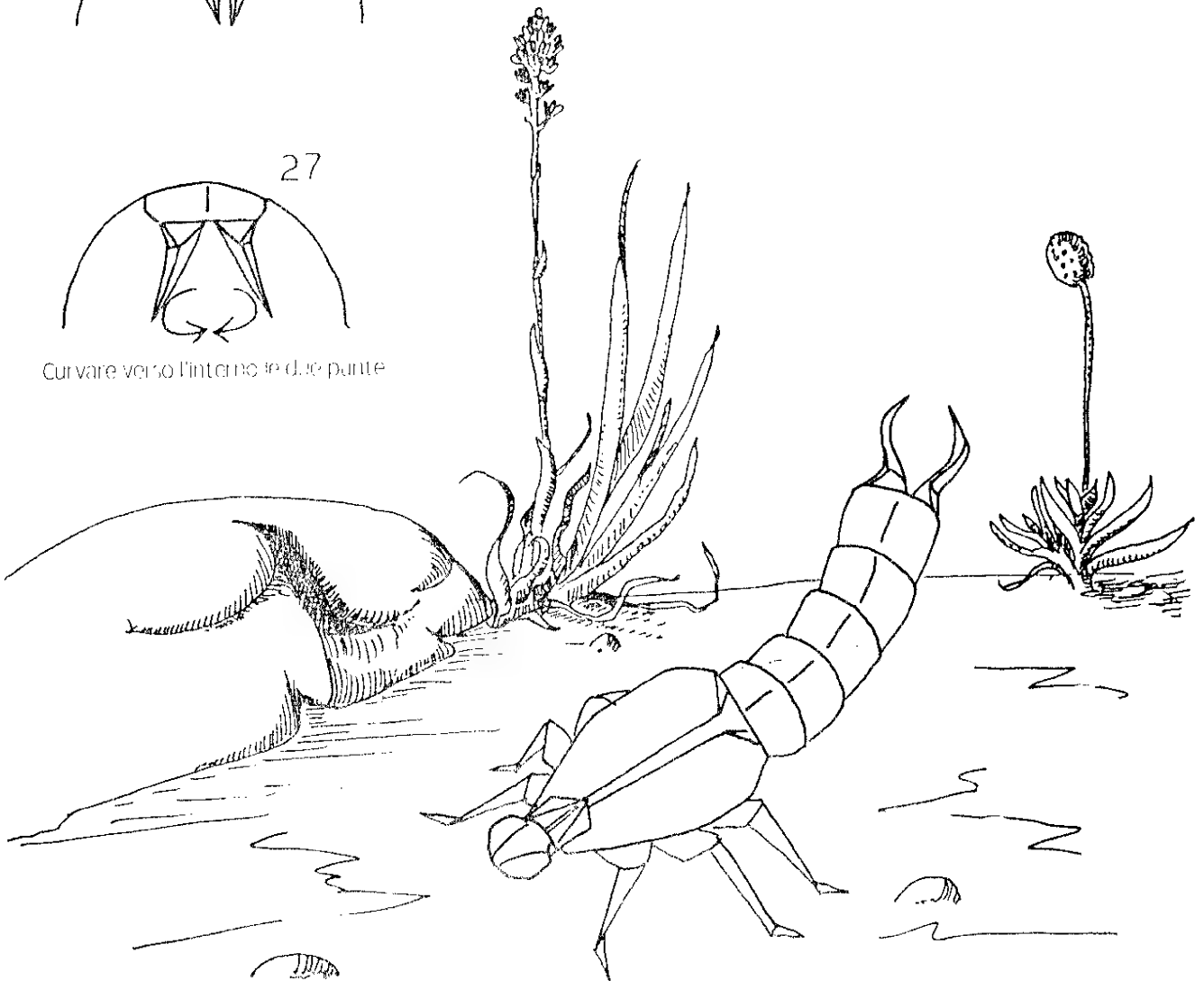


28

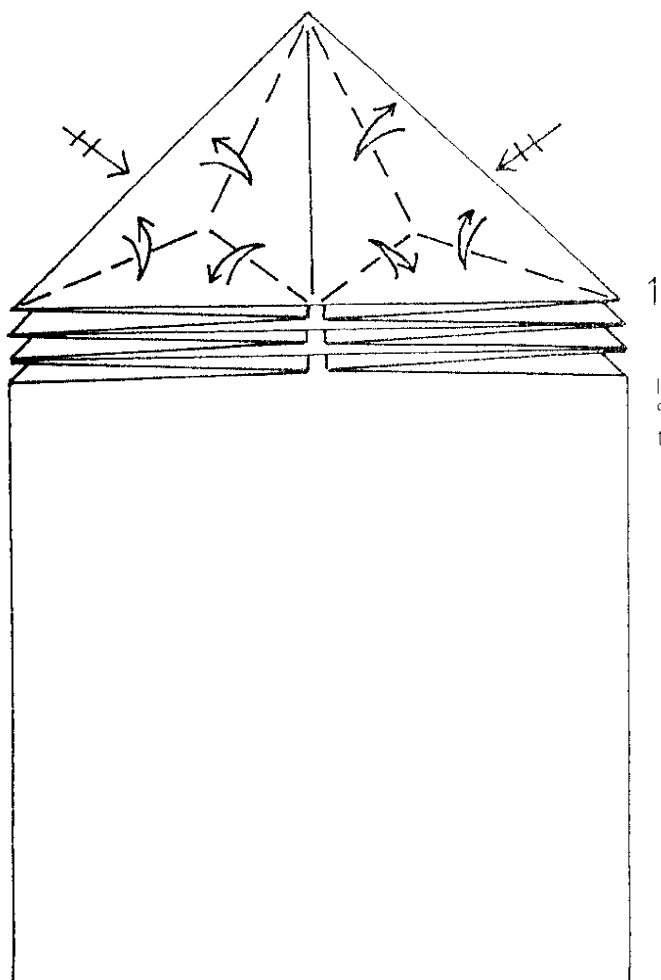


27

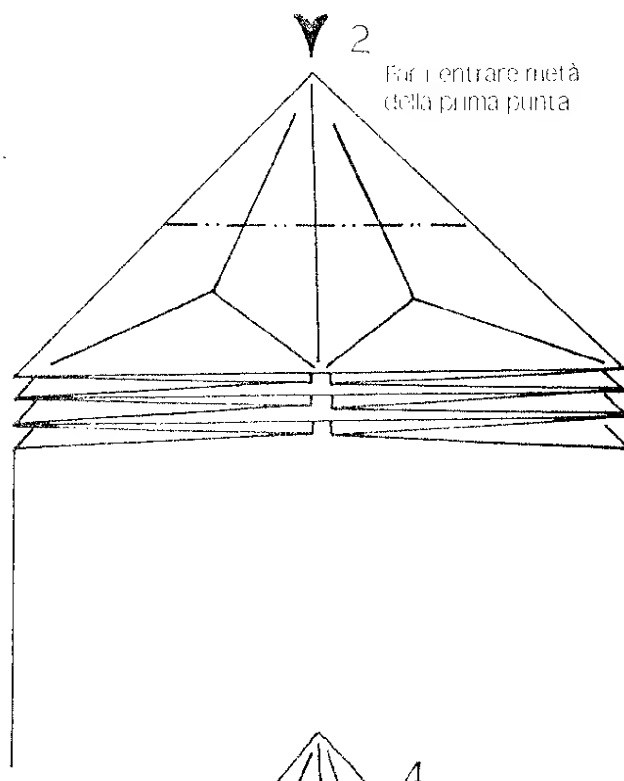
Curvare verso l'interno le due punte



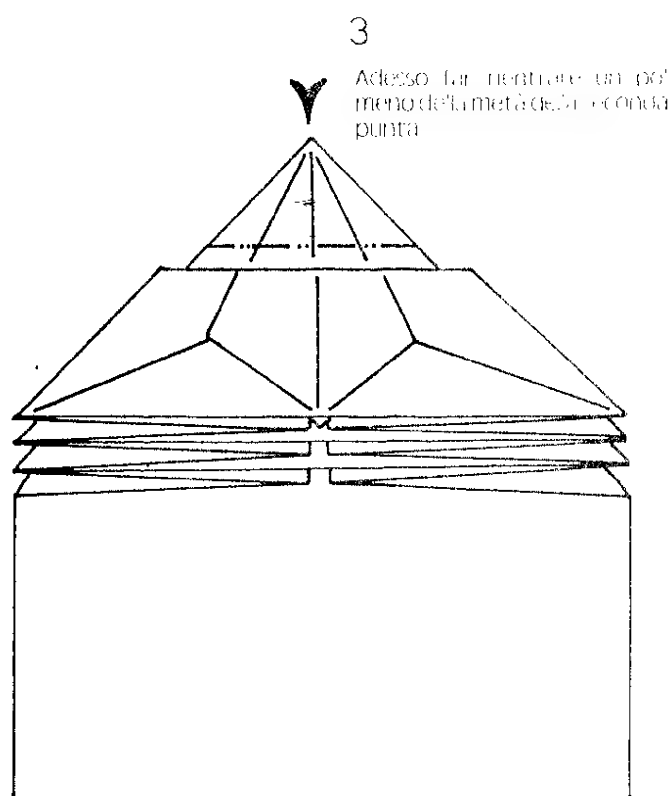
IL CERVO VOLANTE



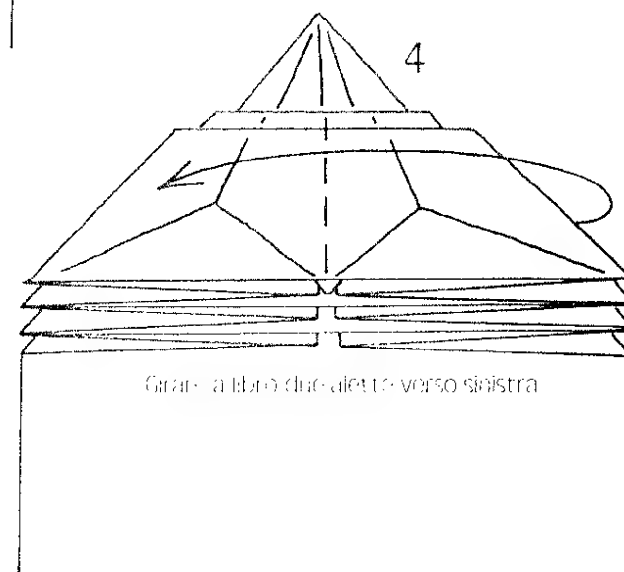
Iniziare dalla Fig. 2 del modello precedente.
Segnare le pieghe come da disegno sulla prima
tre alette di ogni lato.



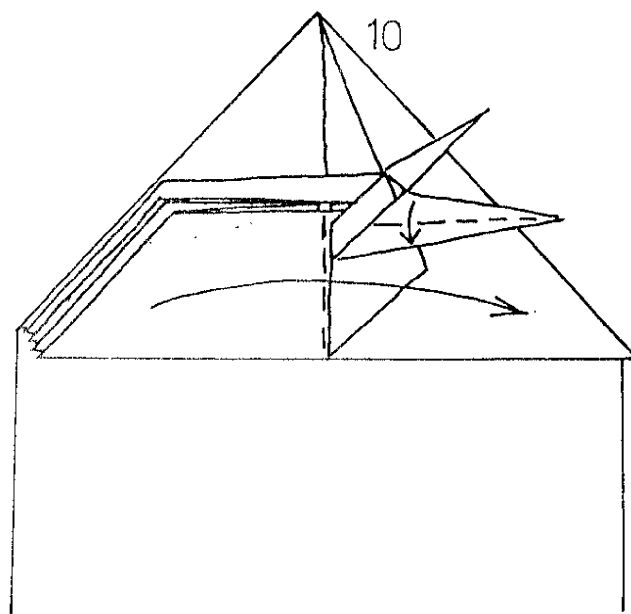
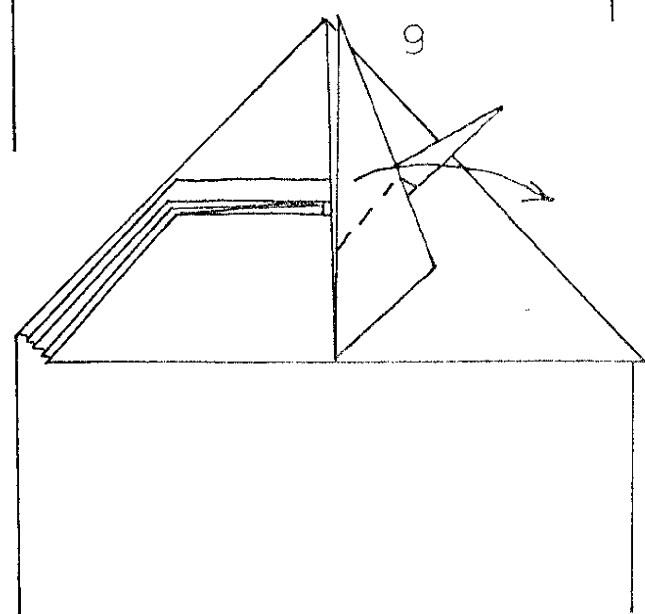
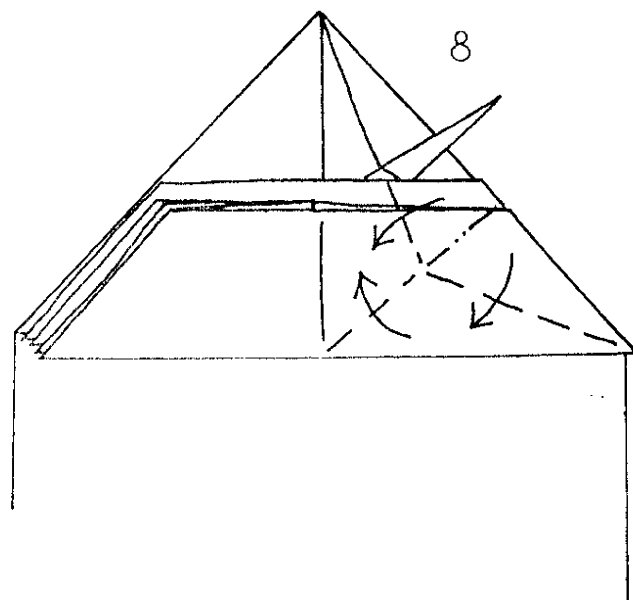
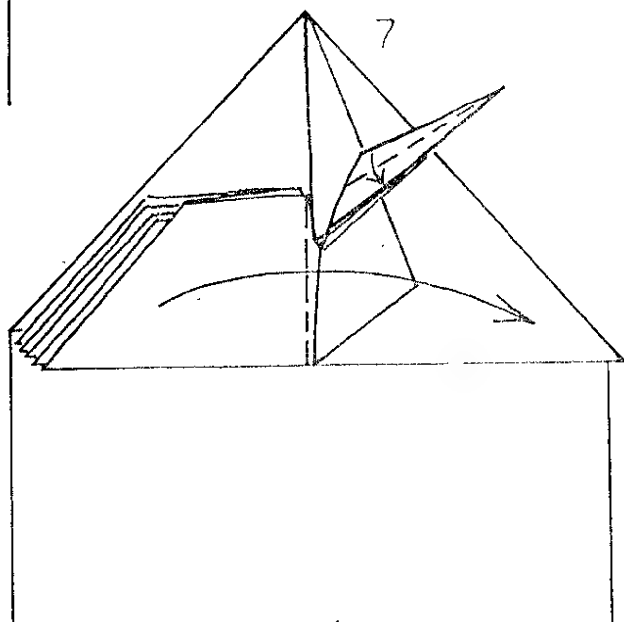
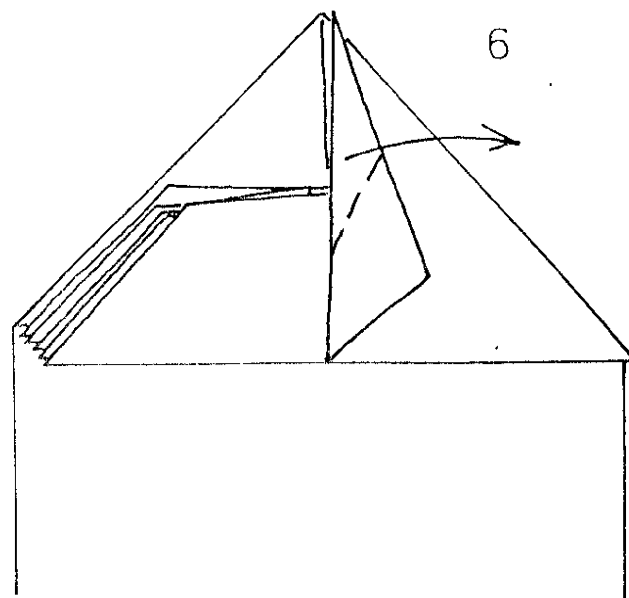
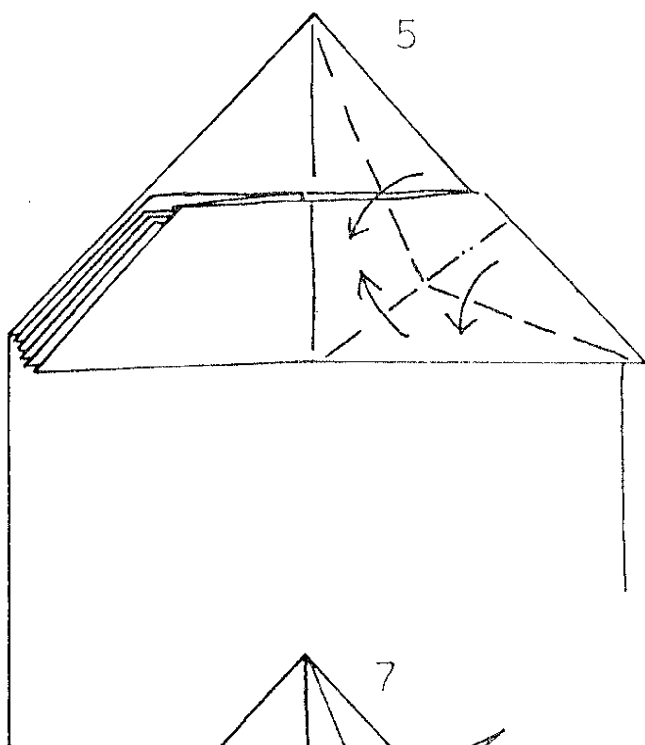
Far rientrare metà
della prima punta

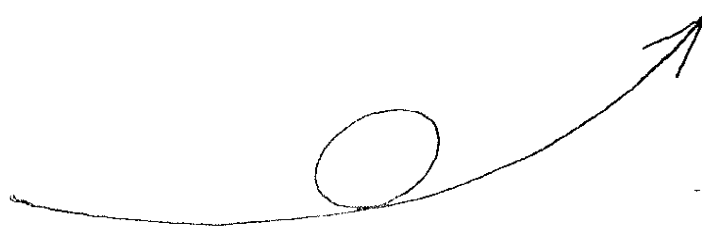
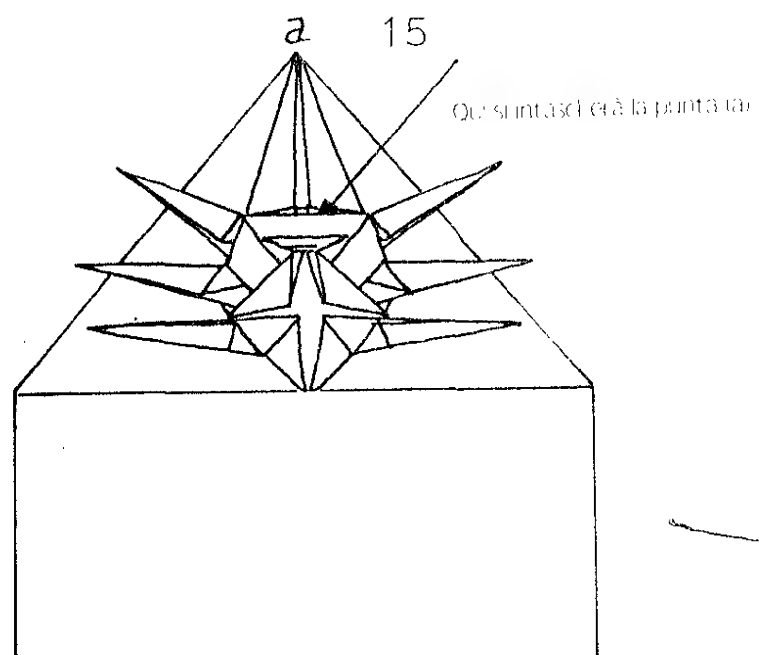
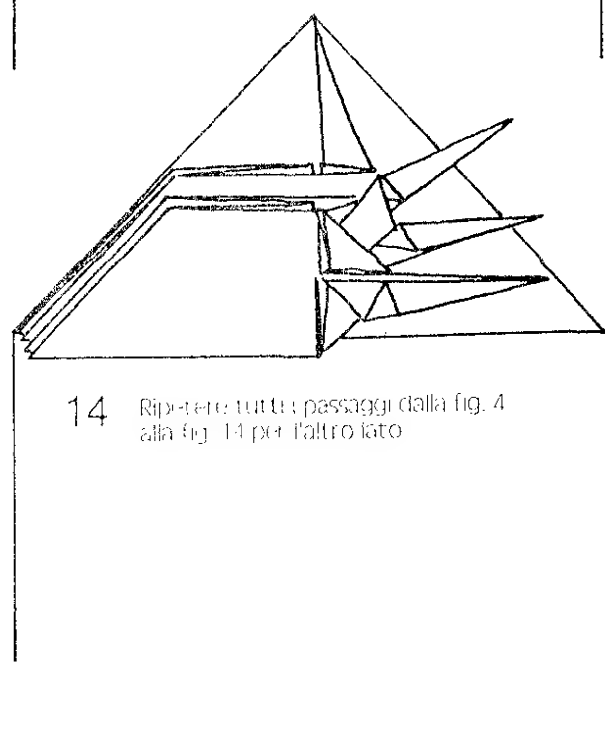
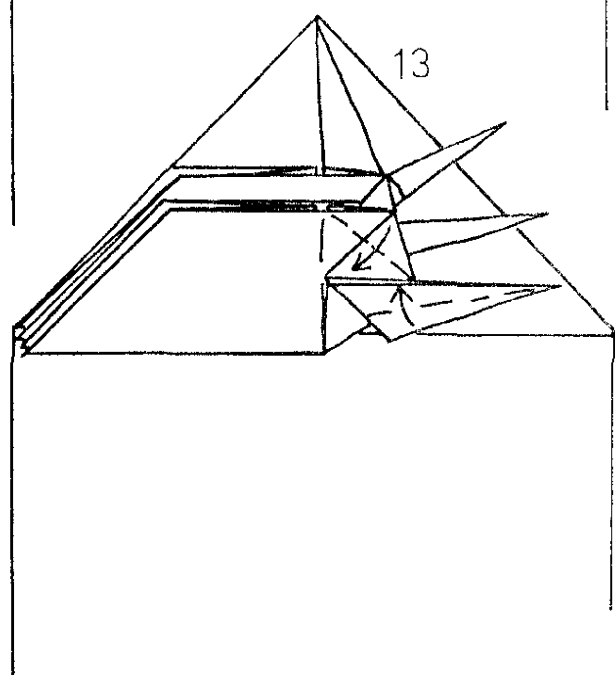
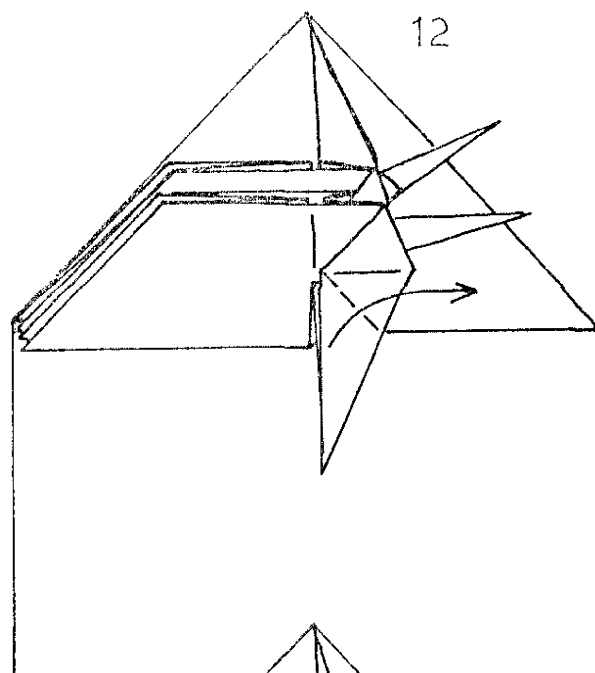
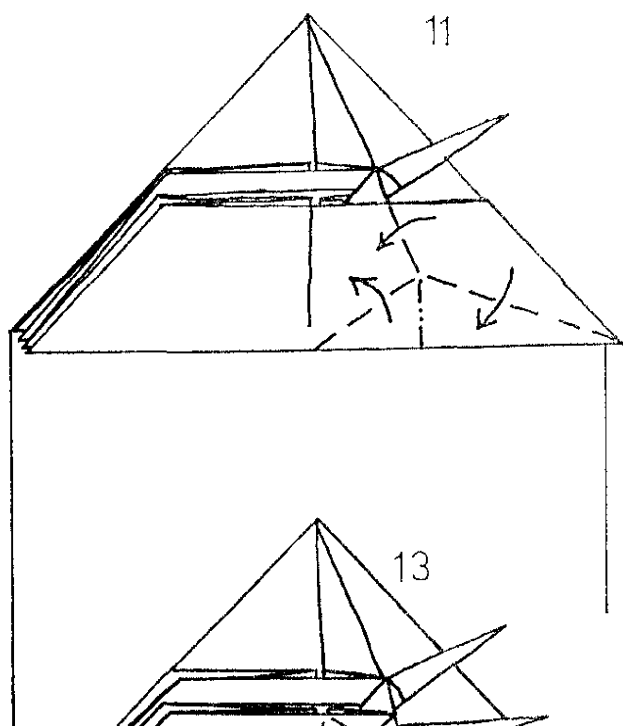


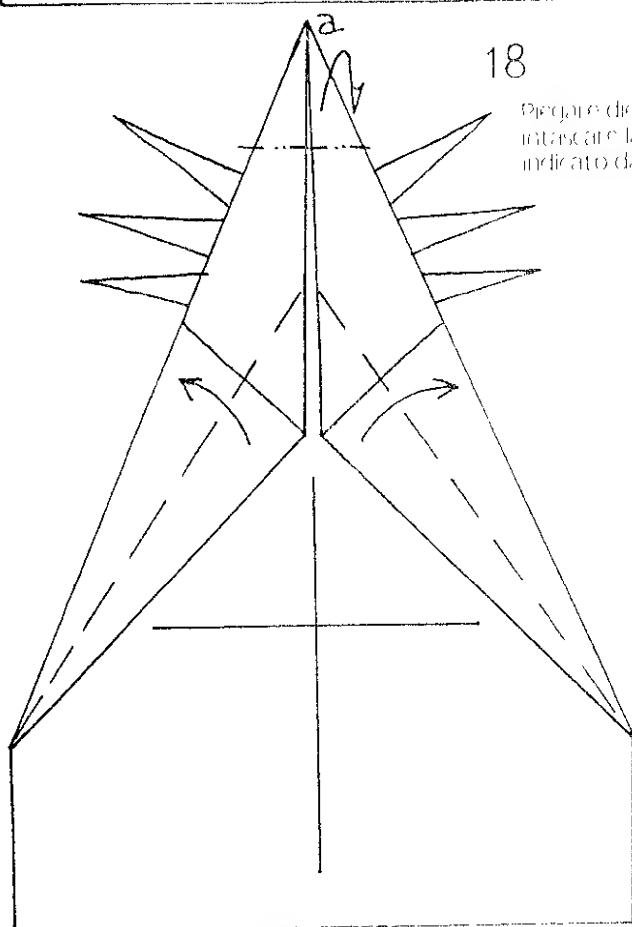
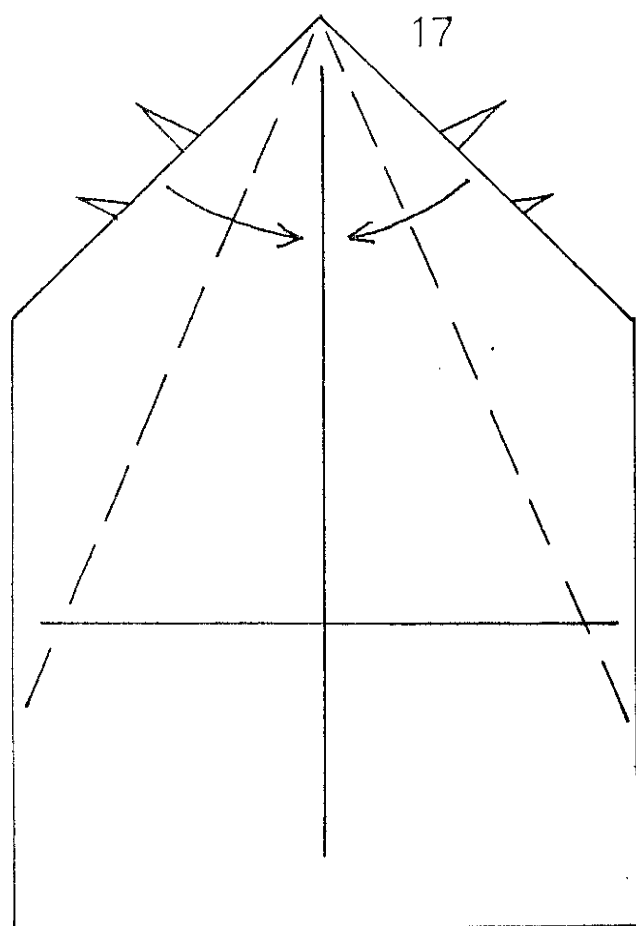
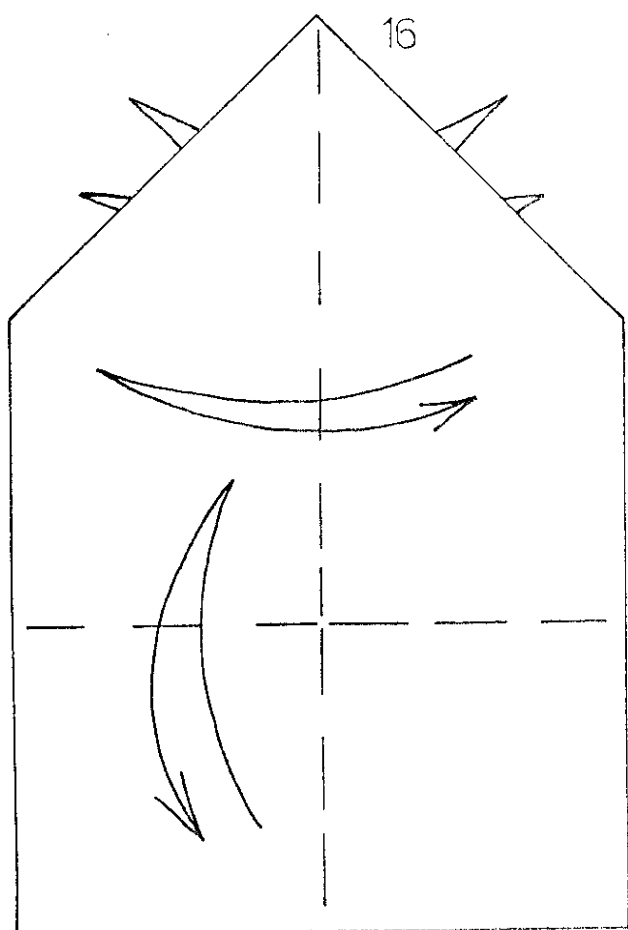
Adesso far rientrare un po'
meno della metà della seconda
punta



Girare a libro due alette verso sinistra

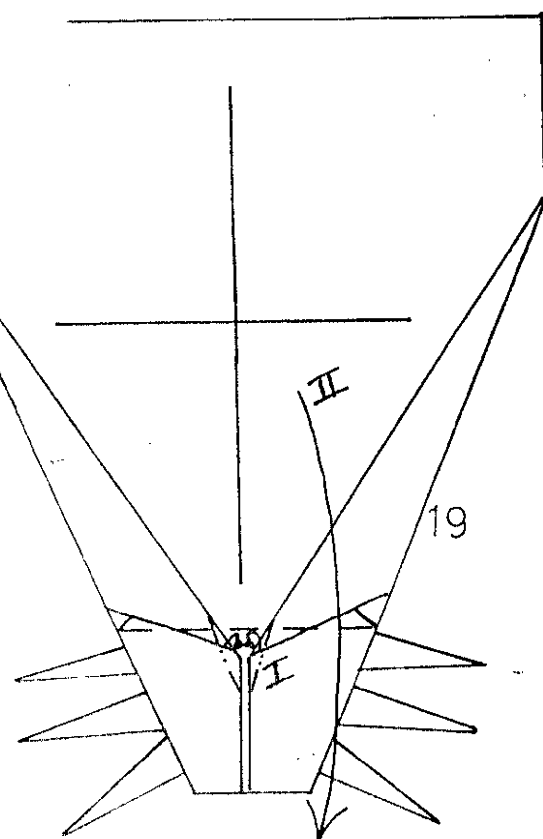
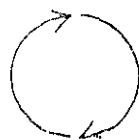




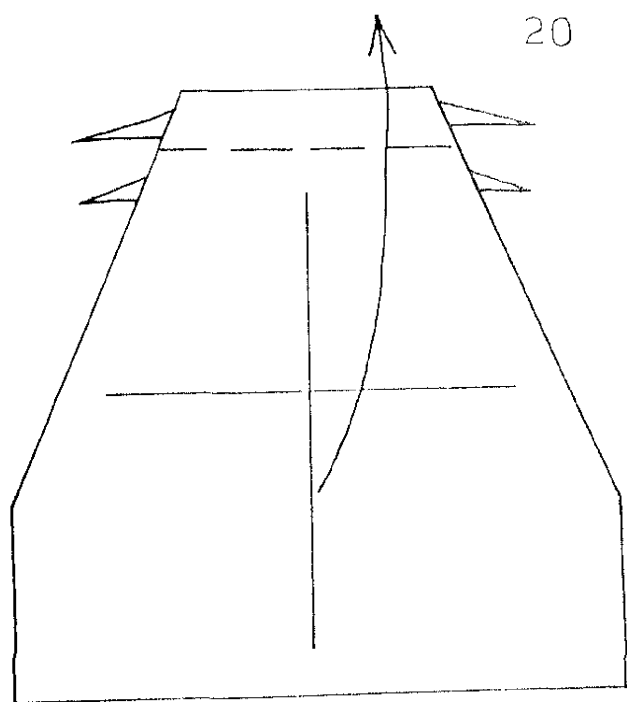


18

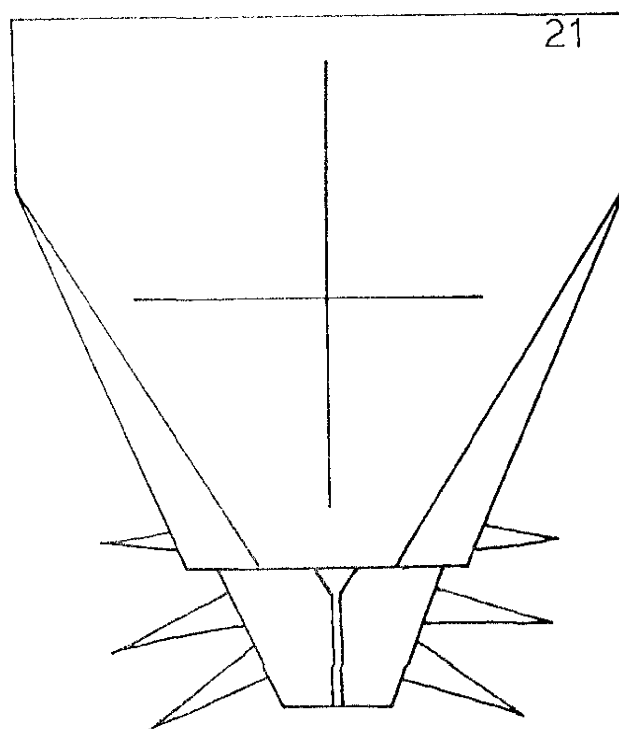
Piegare dietro ed
intascare la punta (a) come
indicato dalla fig. 15



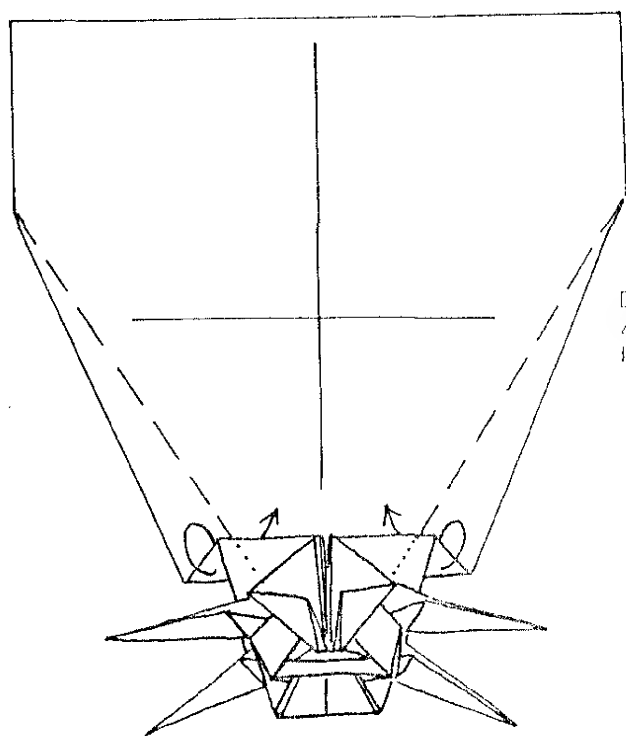
19



20

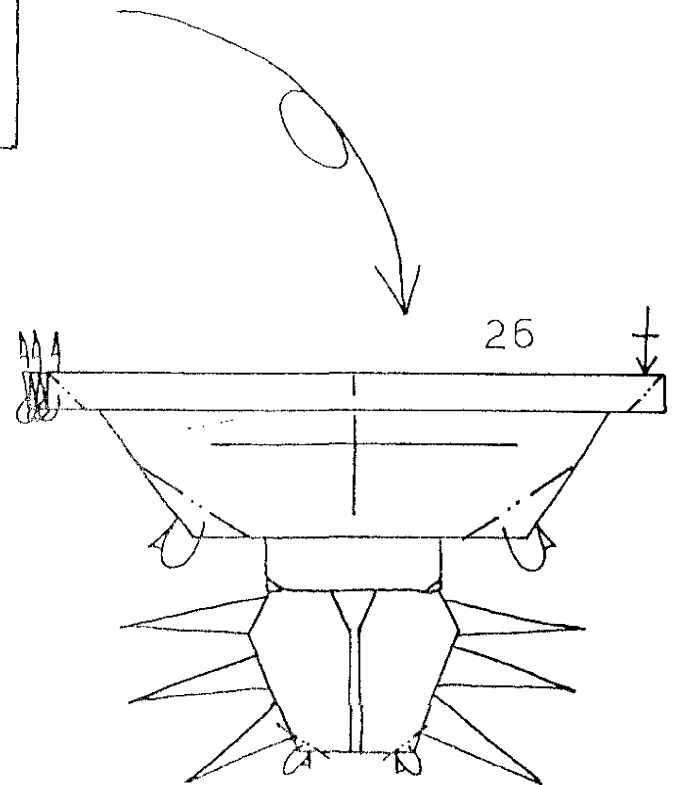
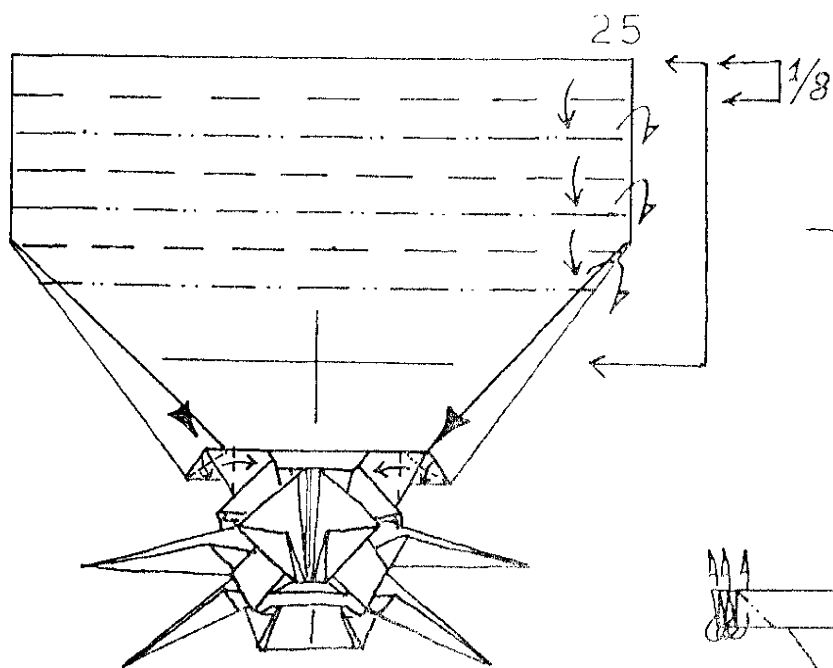
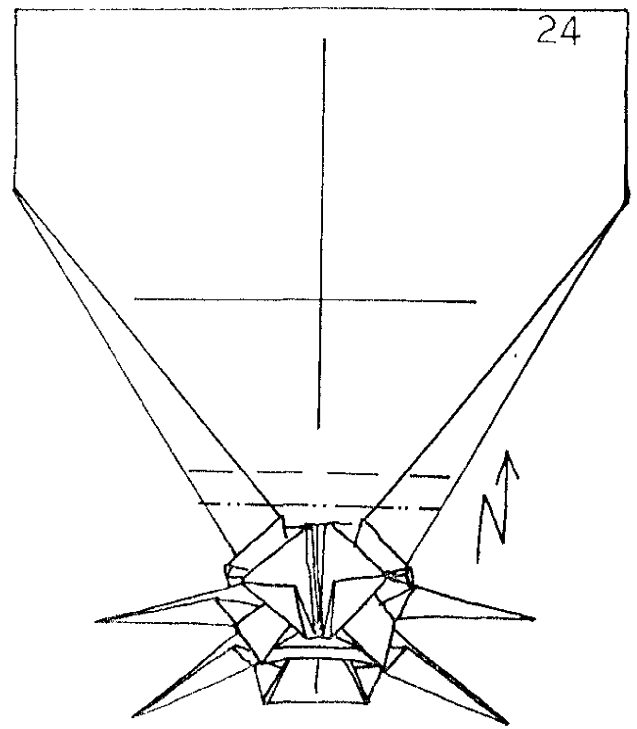
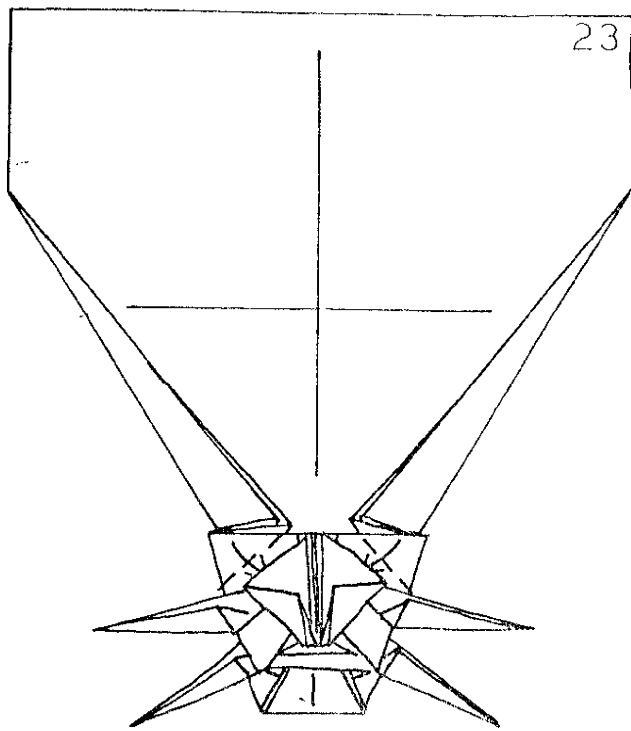


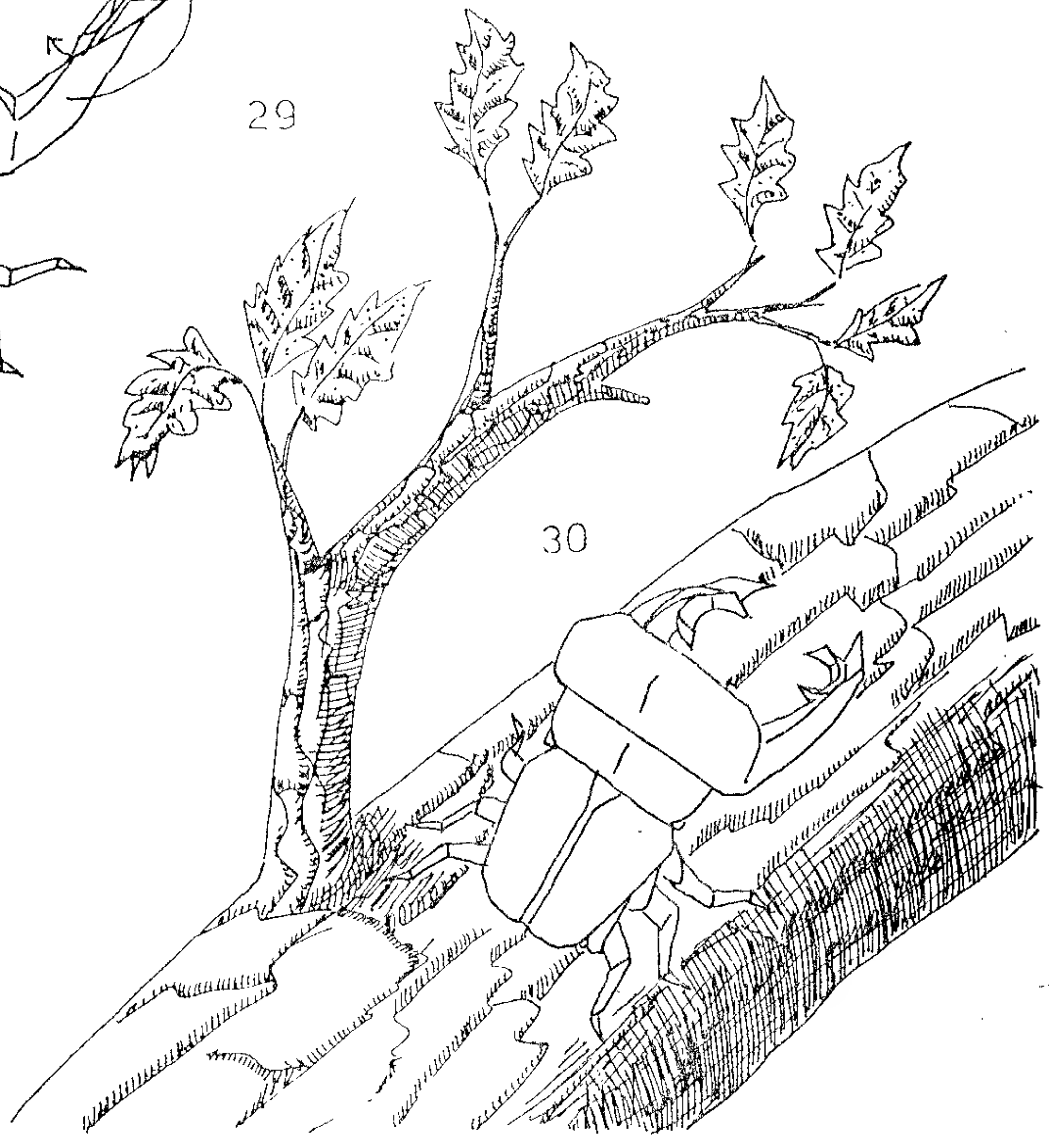
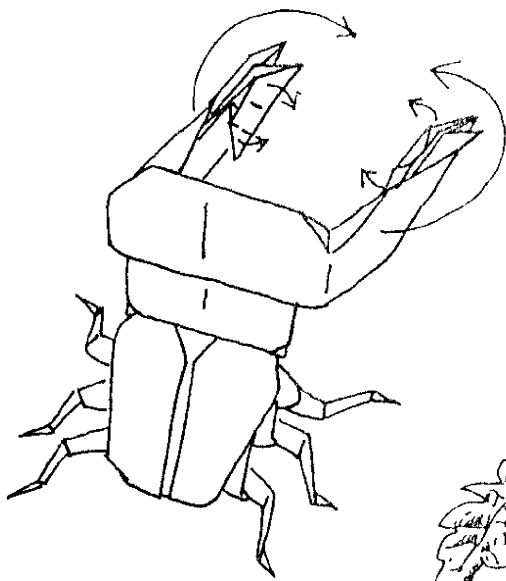
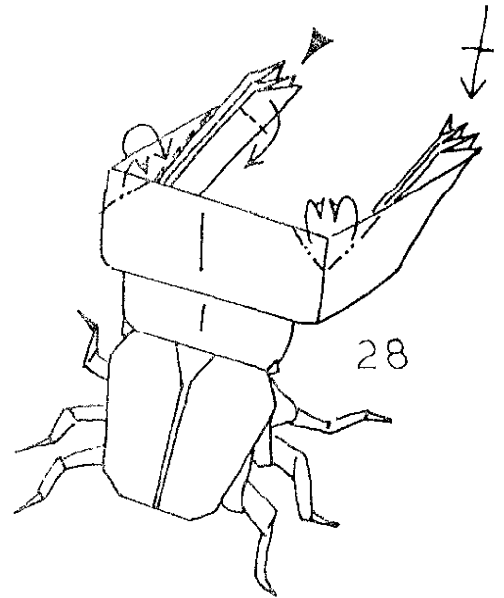
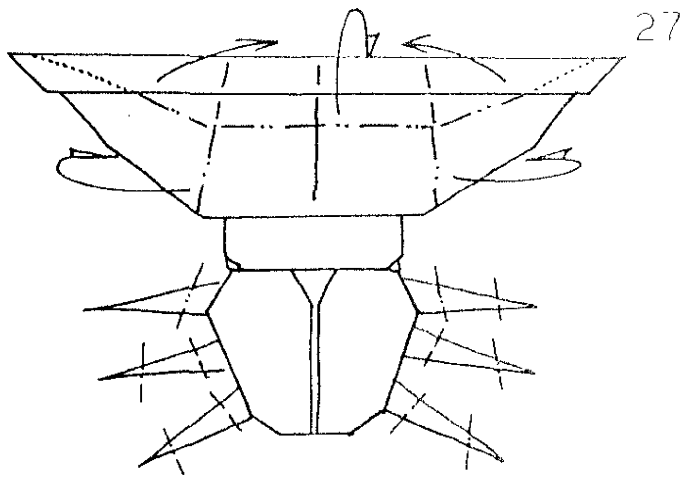
21



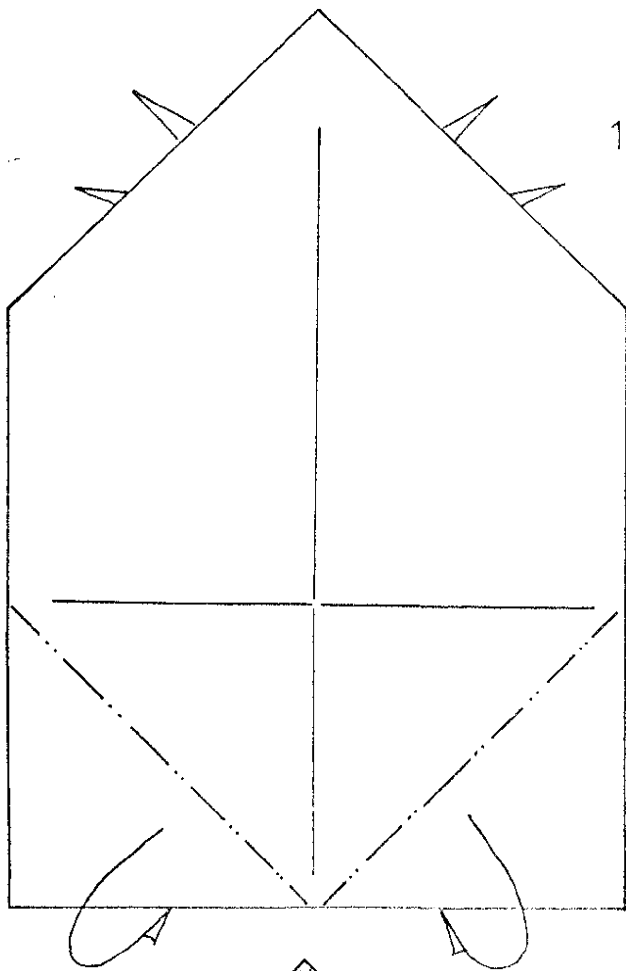
22

Da qui fino alla fig. 25 non appaiono il primo paio di zampe per poter illustrare con più comodità le pieghe

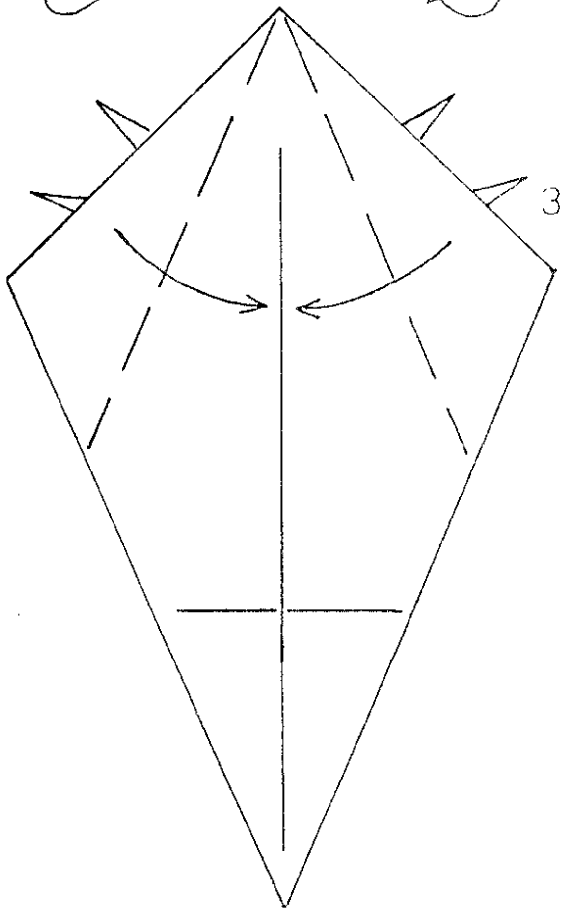
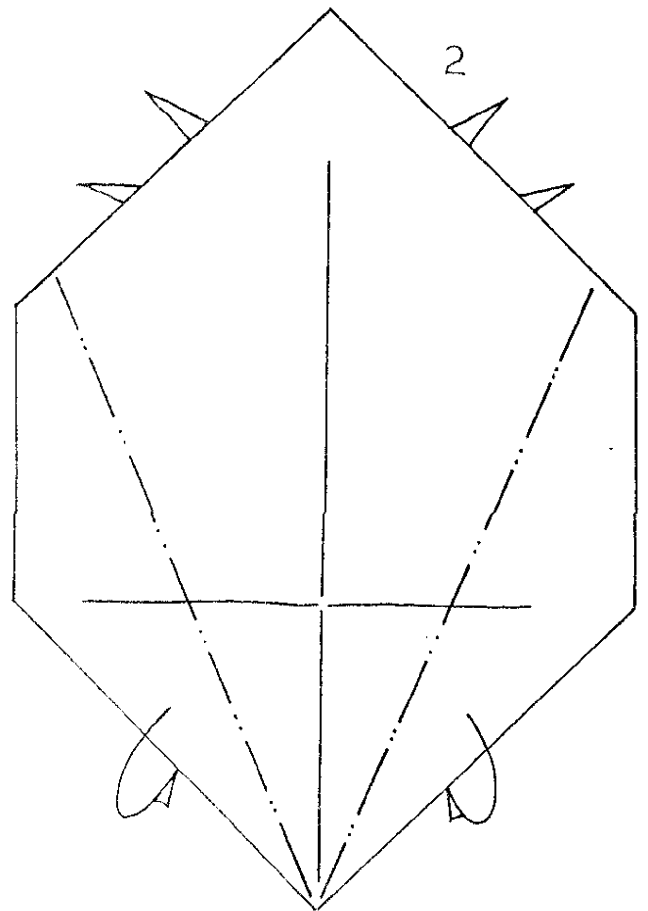


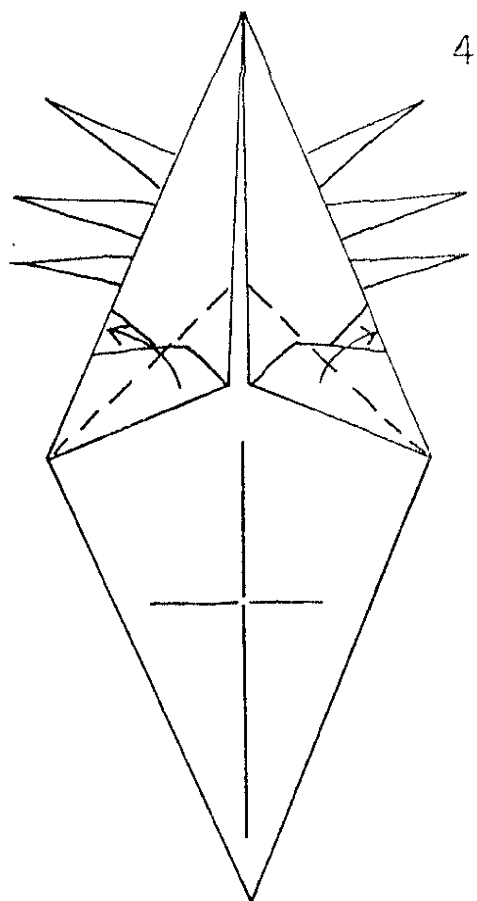


LO SCARABEO RINOCERONTE

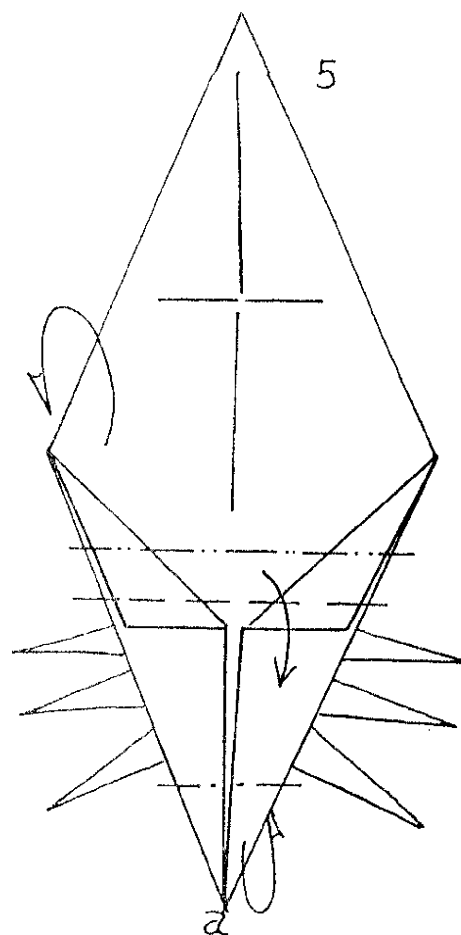


Iniziare dalla fig. 17 del cervo volante

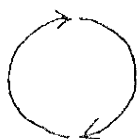




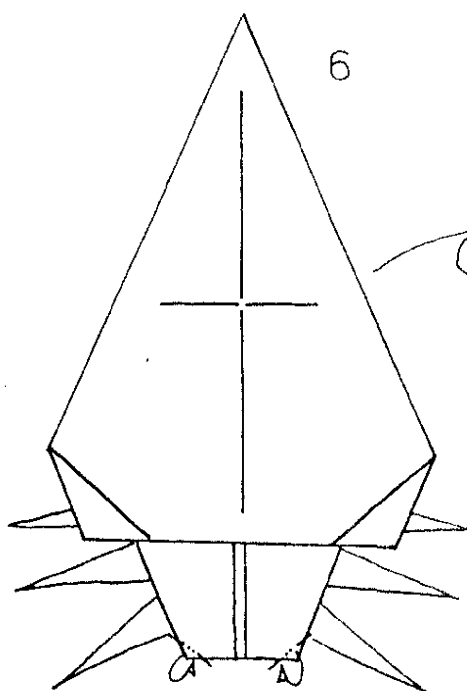
4



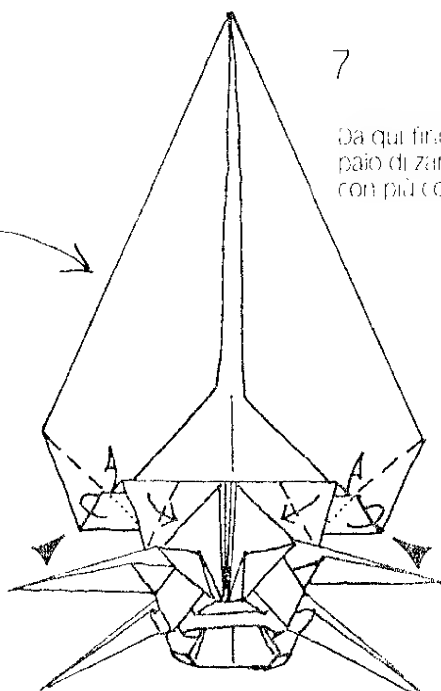
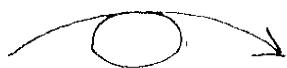
5



Intascare la punta (a) come alla fig. 18 del modello precedente

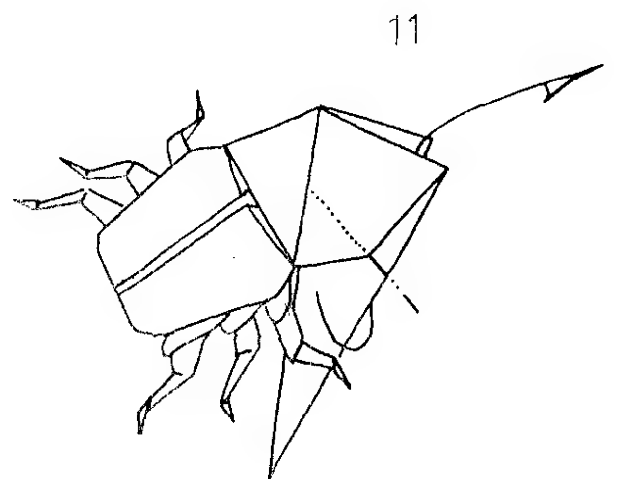
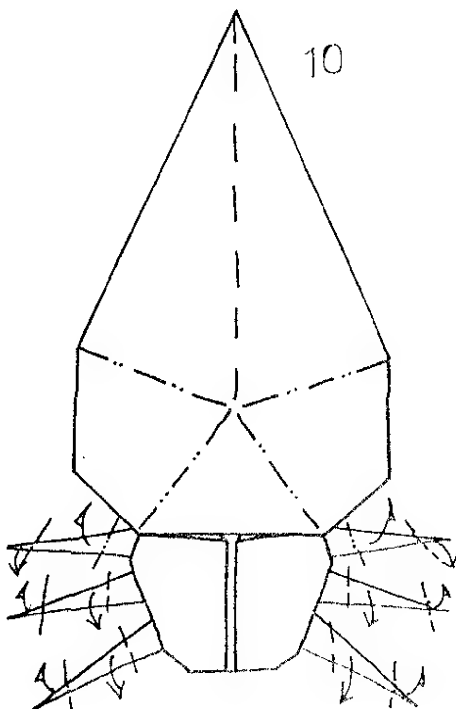
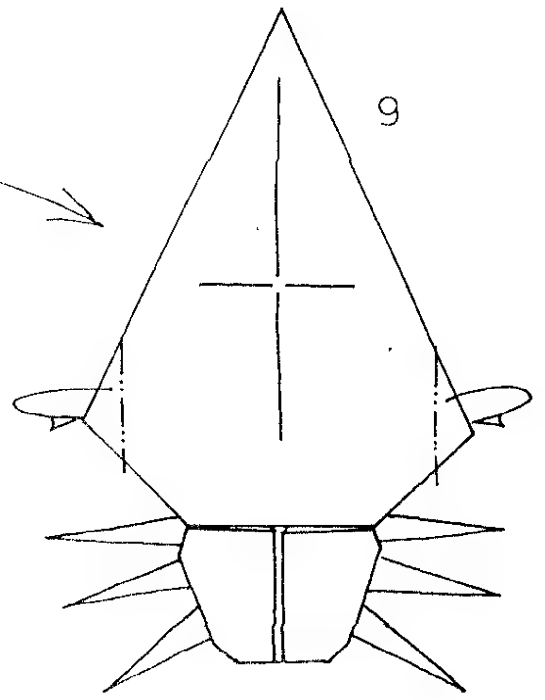
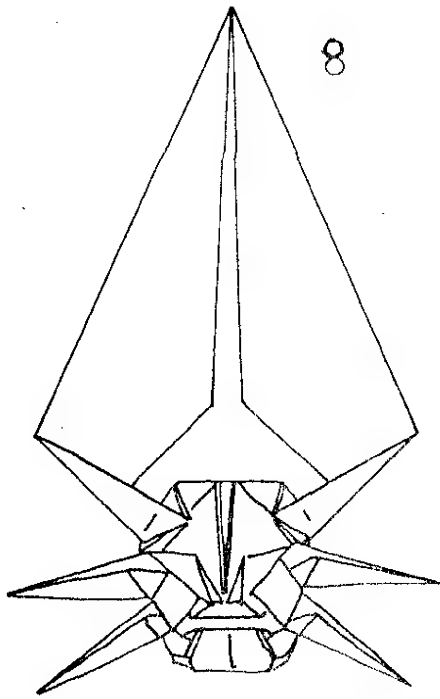


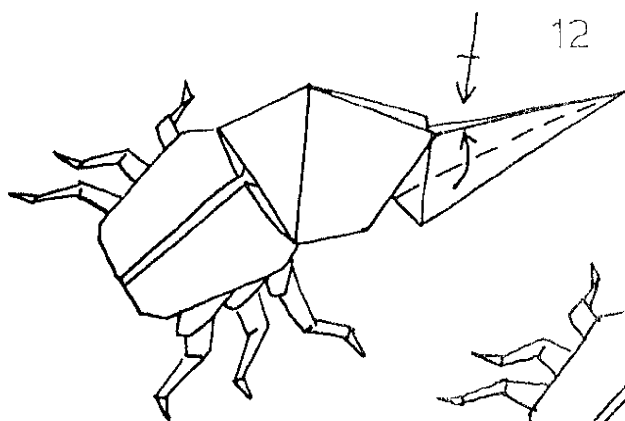
6



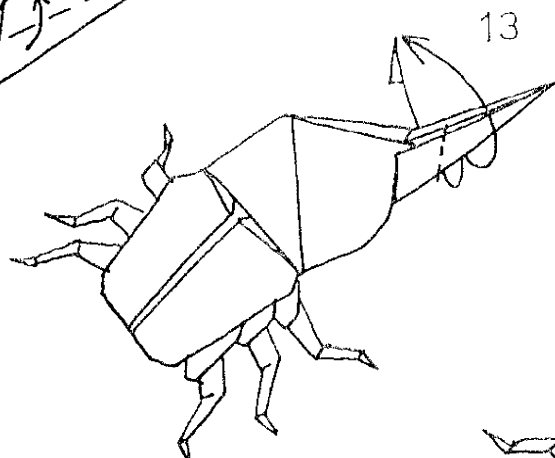
7

Da qui fino alla fig. 8 non appaiono il primo paio di zampe per poter illustrare con più comodità le pieghe

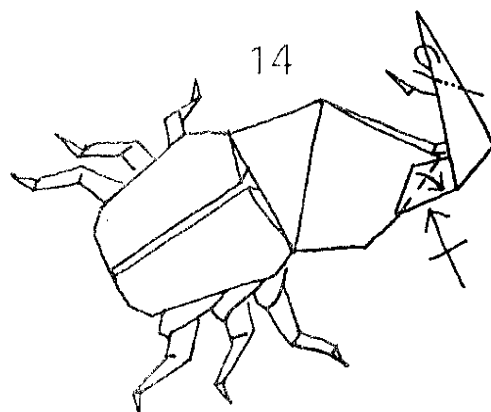




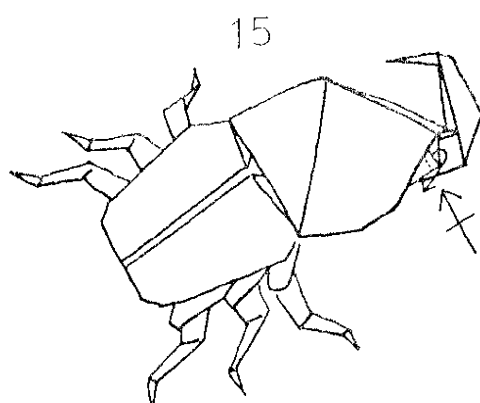
12



13

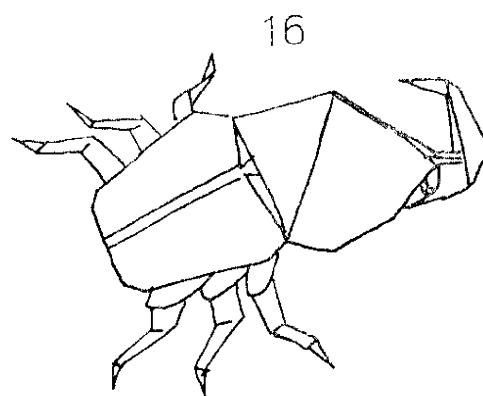


14



15

Modellare l'occhio aiutandosi
con una punta

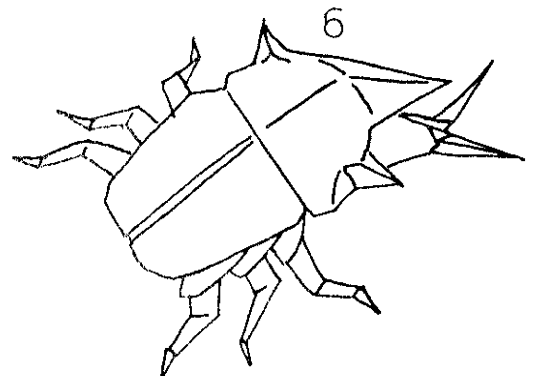
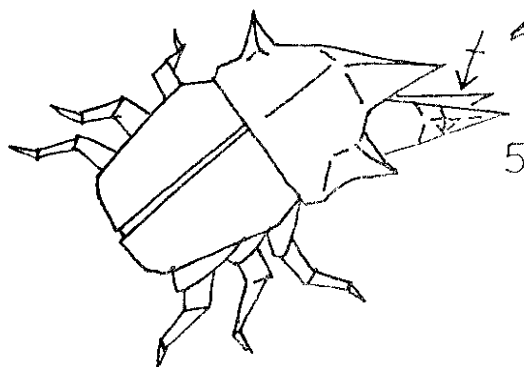
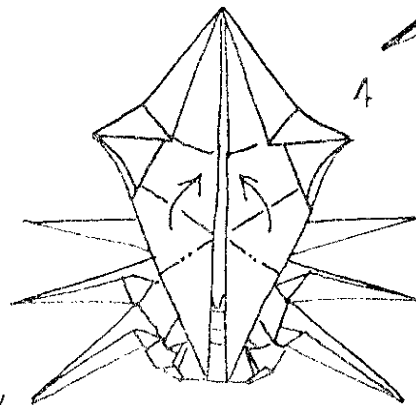
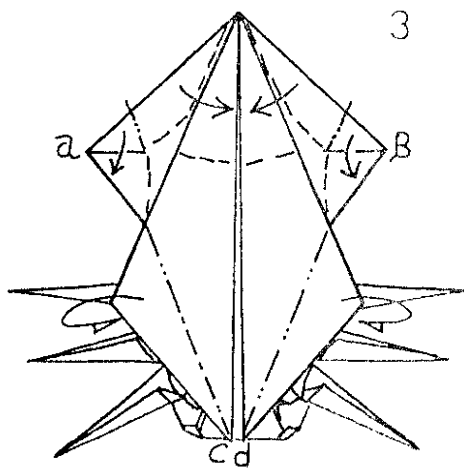
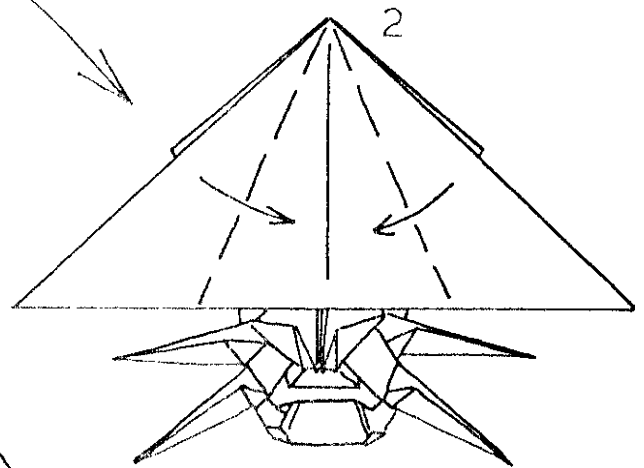
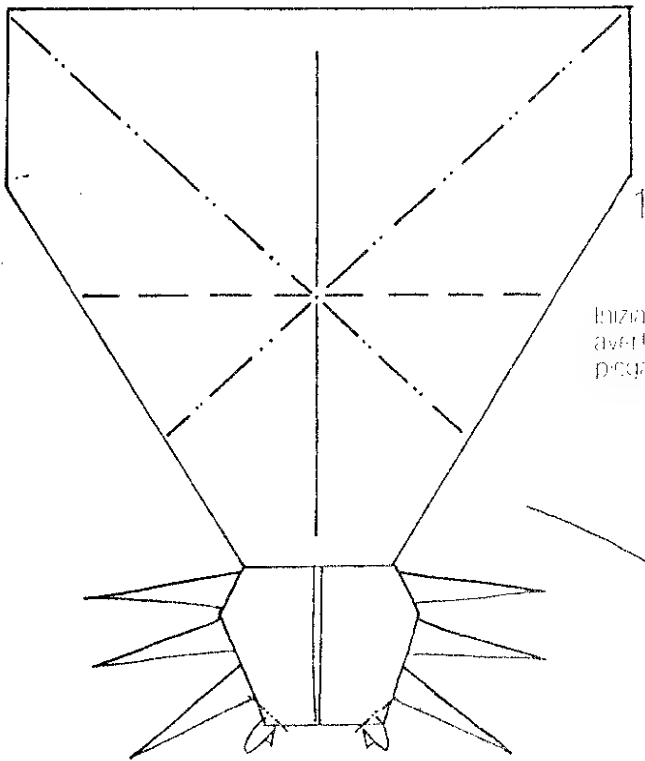


16

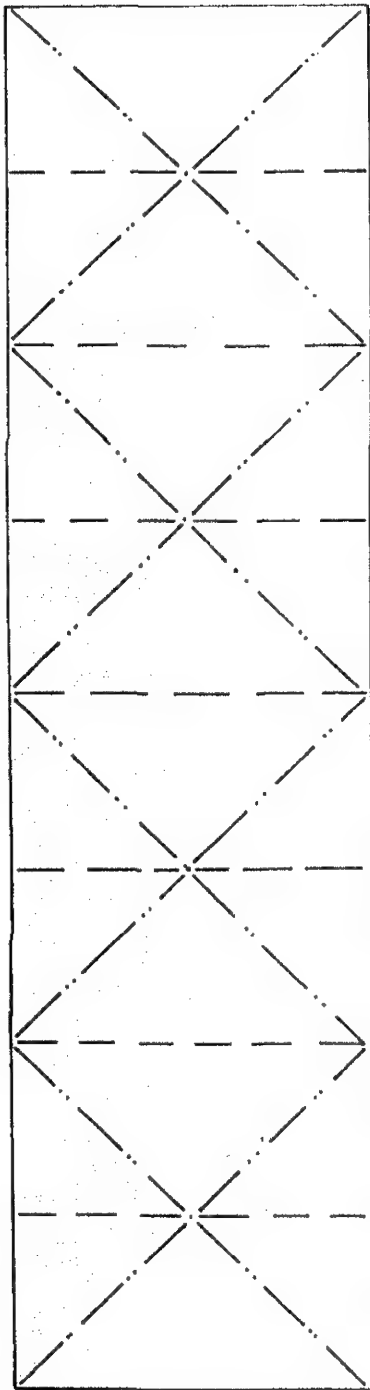
IL COLEOTTERO TROPICALE

Fig. 22

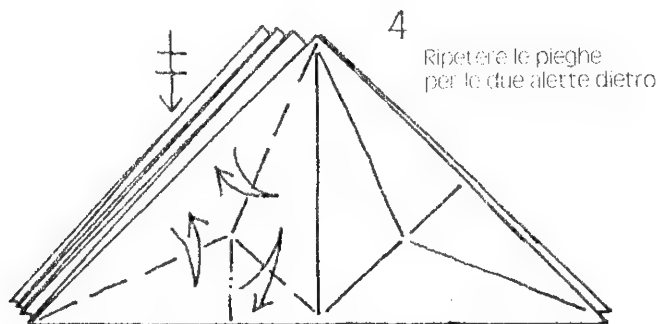
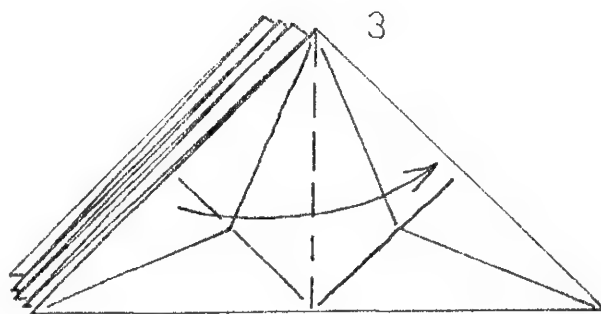
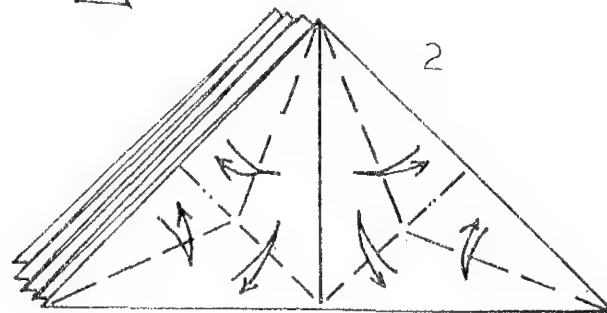
Iniziare dalla fig. 24 del modello precedente, dopo averla voltata ed avendo avuto cura di omettere la piegaratura della fig. 19.



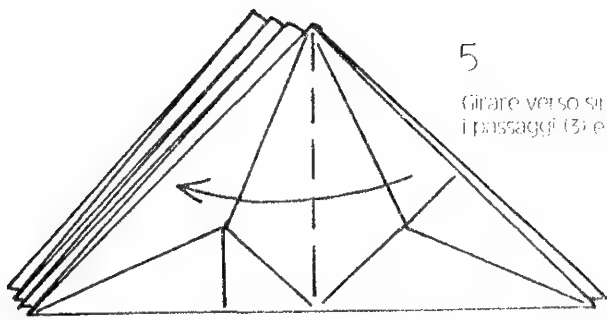
LA FORMICA



Iniziare con un rettangolo 4x1

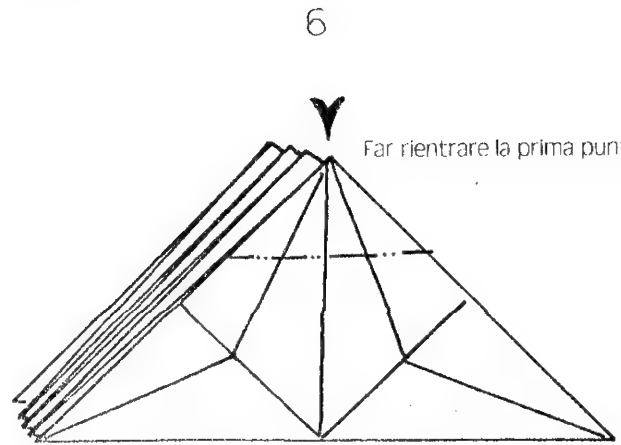


Ripetere le pieghe
per le due alette dietro



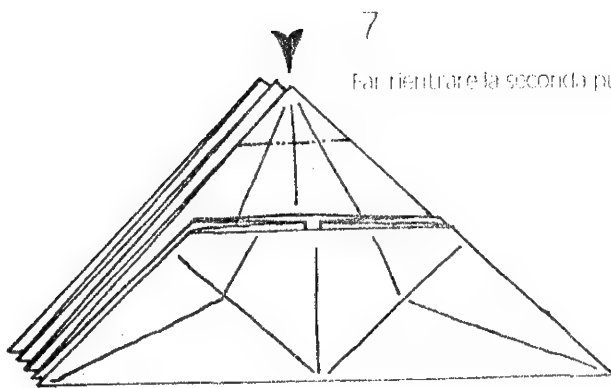
5

Girare verso sinistra e ripetere i passaggi (3) e (4) per l'altro lato



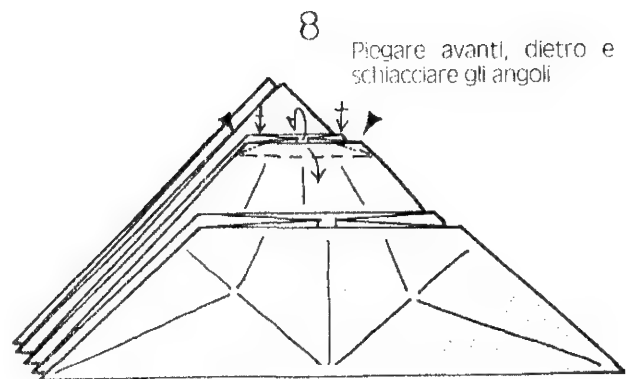
6

Far rientrare la prima punta



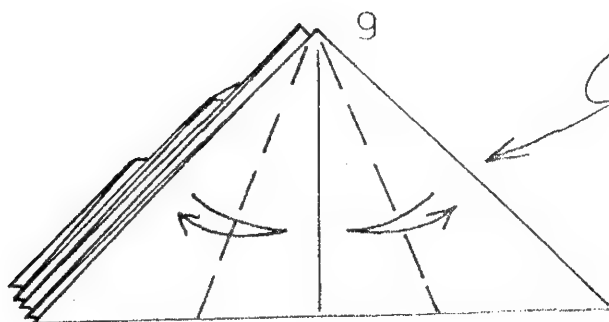
7

Far rientrare la seconda punta

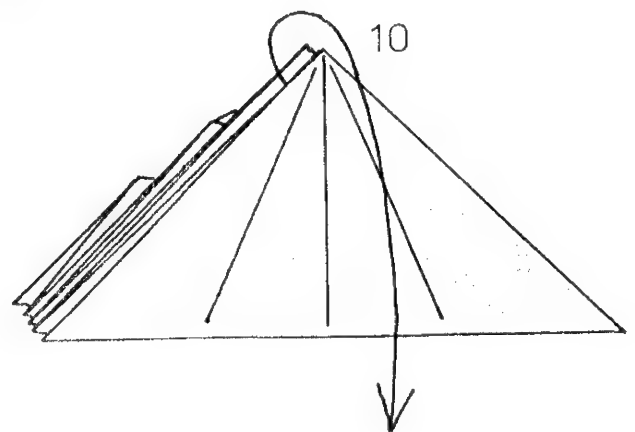


8

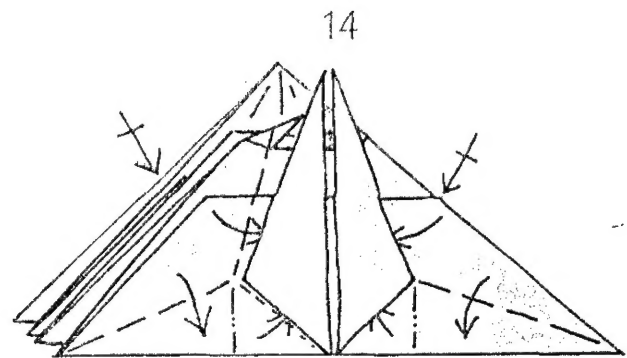
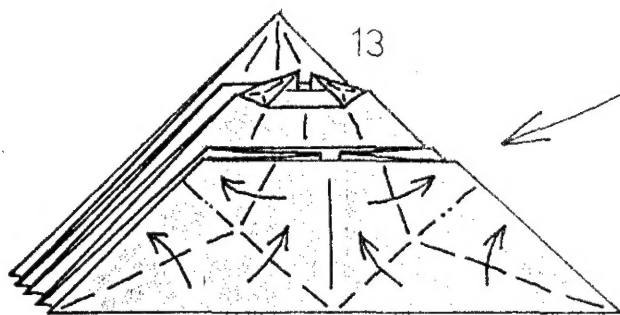
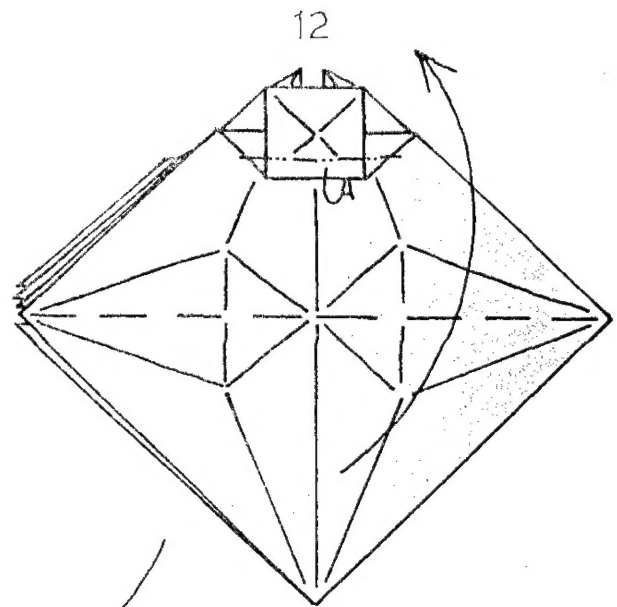
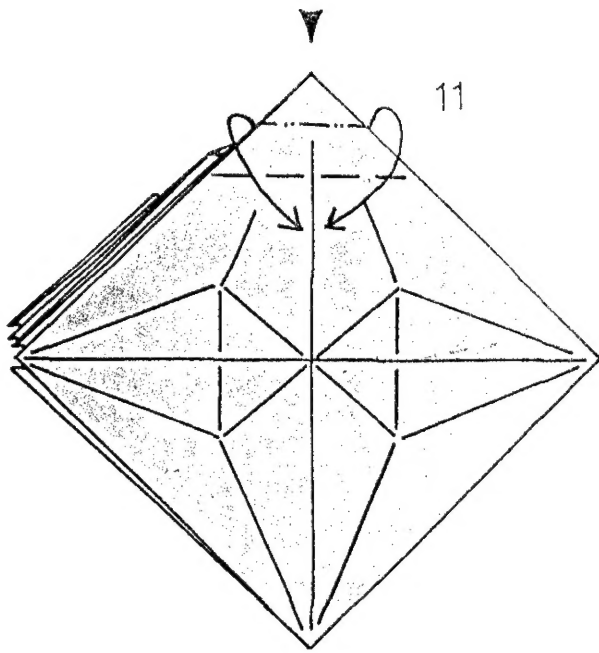
Piegare avanti, dietro e schiacciare gli angoli

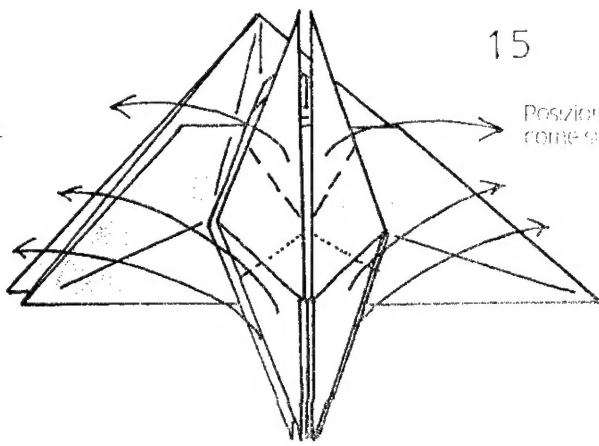


9



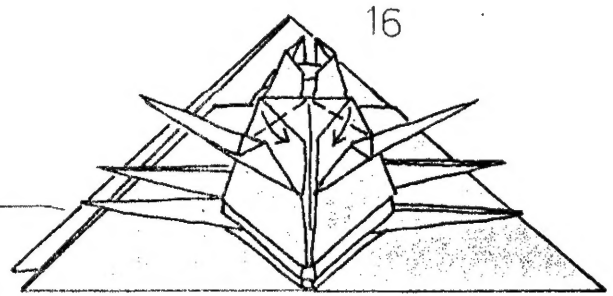
10



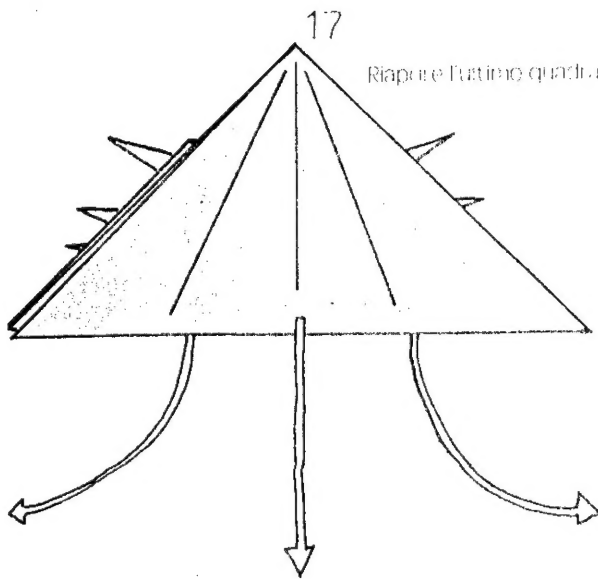


15

Posizionare le zampe ed assottuigliarle così come si è fatto per la forficula

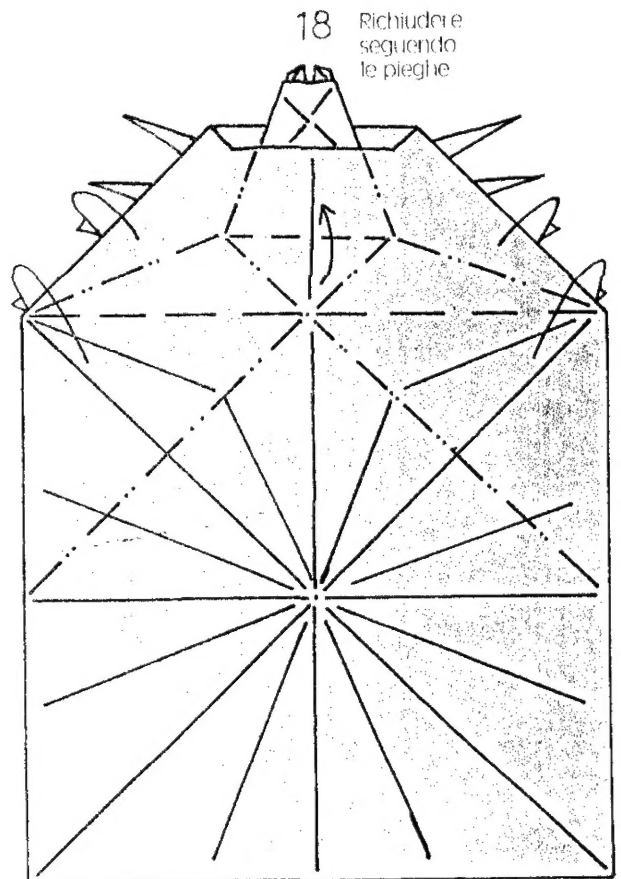


16



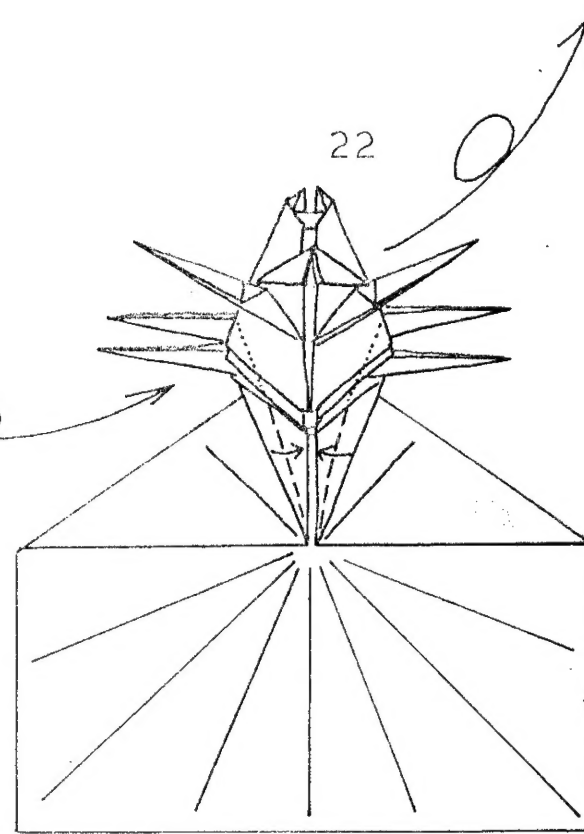
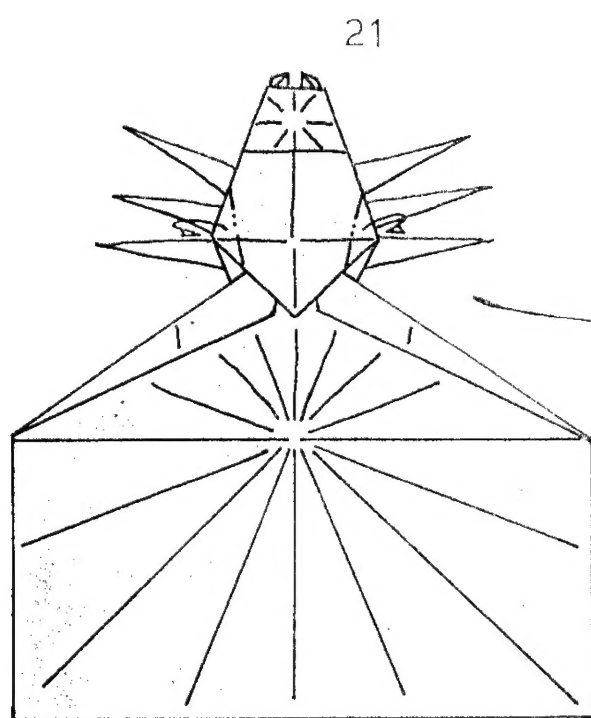
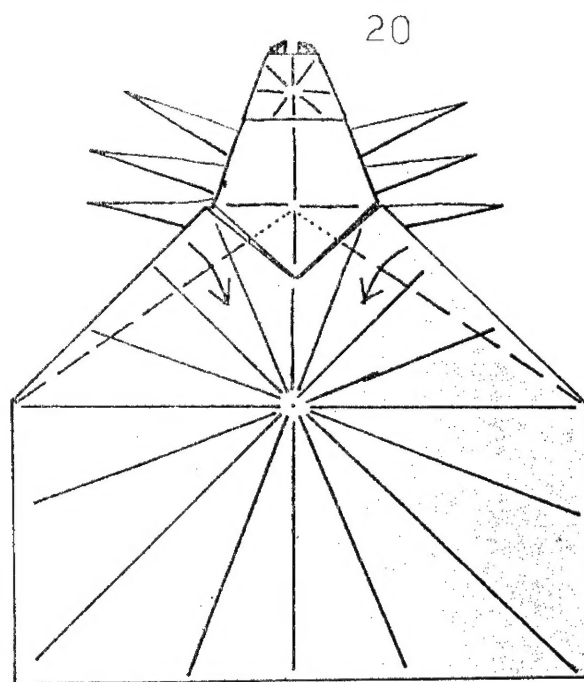
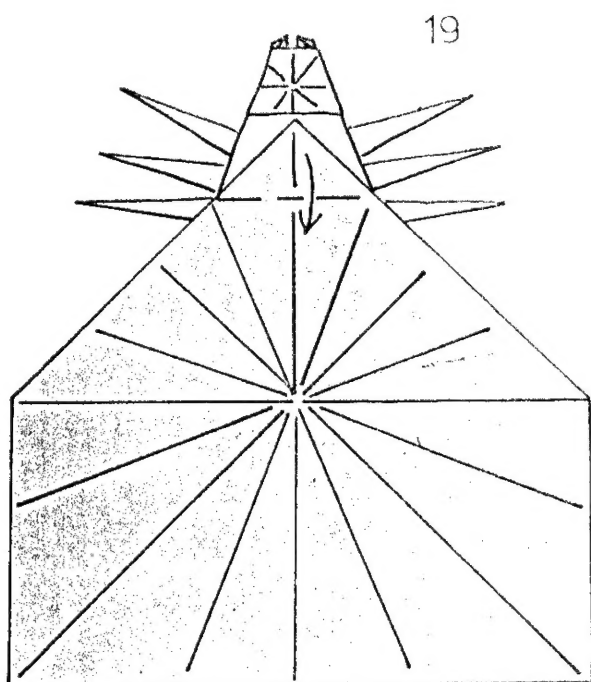
17

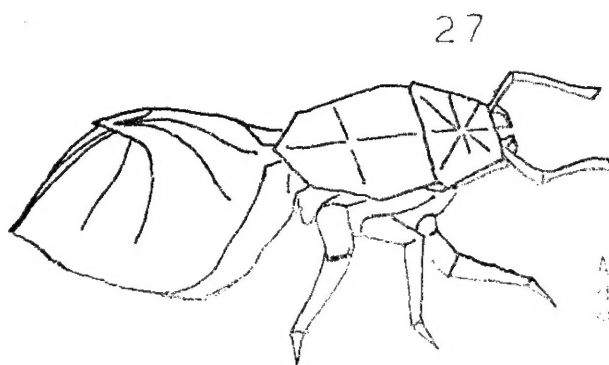
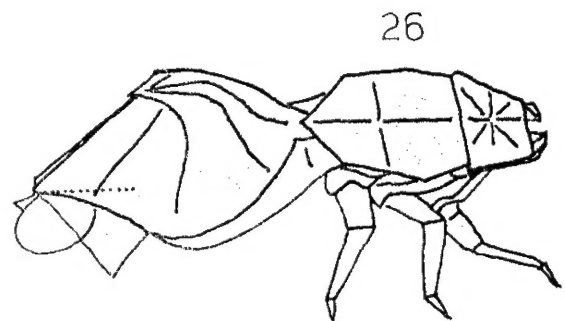
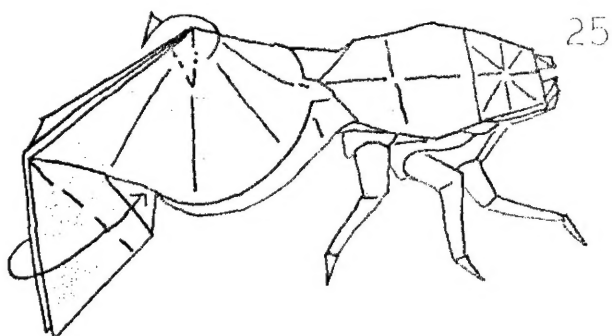
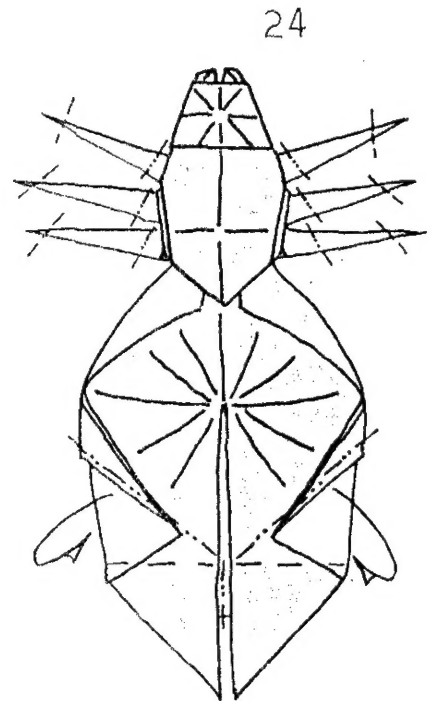
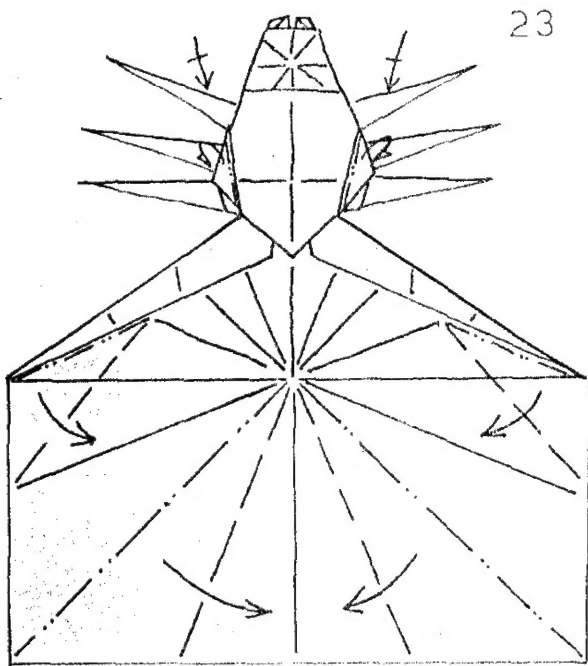
Riaprire tutto il quadrato



18

Richiudere seguendo le pieghe





A questo modello è necessario aggiungere le antenne per dare una visione più realistica. Realizzarle quindi con una lamina di carta rigata come nel disegno.